

Claudiu Mihai Jechel

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Education

The University of Manchester

Manchester, United Kingdom

- BSc. (Hons) Computer Science
- First Year Result: 72%

2019 - 2022

National College Mihai Viteazul

Bucharest, Romania

- Mathematics and Informatics Highschool
- Romanian Bacalaureate Exam:
 - Overall Score - 9.78, Mathematics - 9.85, Physics - 10, Romanian Language and Literature - 9.50

2016 - 2019

Skills

Programming Languages

- Good knowledge of Java, Python
- Familiar with C, C++, JavaScript, HTML, CSS, SQL and \LaTeX

Software

- Familiar with Three.js, OpenCV, JavaFX, Spring, Flutter, Linux and Git

Languages

- Romanian - native
- English - fluent
 - Cambridge English Level 2 Certificate in ESOL International (Advanced)
 - Overall score: 182 (Level C1)
- German - beginner

Bucharest, Romania

2018

Projects

StartHack 2021 - Collaborated with 3 other participants during the www.starthack.eu, to develop a mobile application that allows the user to request a prediction related to the availability of a parking space in the future, using data recorded in the past by the company SBB. GitHub link: [www.github.com/ClaoMike](https://github.com/ClaoMike).

- Implemented the user interface using Flutter and connected to the server that takes care of the client's requests using Dart, JSON and HTTP.
- Created a simple server using Flask and Python.

Portfolio Website - <https://clao.dev>

This is a personal project, currently under development, hosted on GitHub Pages and uses HTML, CSS, JavaScript, and Git.

Eventlite - Cooperated with a team of 5 people to develop a web application that allows users to explore, visualize on a map, and share on Twitter the events in Manchester.

- Learned the guidelines for designing the user interface and created mock-ups.
- Understood the use of web frameworks and the MVC system architecture with Spring, Java, and Thymeleaf.
- Studied web security and privacy issues and the specification by example technique.
- Tested functionality in isolation using test doubles: dummies, stubs, mocks and fakes in JUnit.
- Integrated external services, using Twitter and MapBox APIs and implemented a REST API.

Stendhal - www.stendhalgame.org - Collaborated with a team of 7 people on a special version of the Stendhal game, using OOP concepts in 3 stages:

- Fixing bugs and writing unit tests, while also putting Java, Git, automated builds and testing, code reading, and debugging into practice.
- Added new features to the game, using the TDD approach and code reviews.
- Refactored code base using XML.

Rogue Star - Developed, in a team of 6 students, a Top-Down Shooter game, using JavaScript, HTML, SQL, and Phaser3.

Volunteering

Model United Nations of Bucharest

Bucharest, Romania

- structuring and proofreading the documents sent by the MUNOB Committees.
- ensuring that international delegates have a pleasant time while visiting Bucharest.

2018