Claudiu Mihai Jechel

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Education

The University of Manchester   **Manchester, United Kingdom**
BSc. (Hons) Computer Science with Industrial Experience   2019 - Current
First Year Result: 71.904%

National College Mihai Viteazul   **Bucharest, Romania**
Mathematics and Informatics Highschool   2016 - 2019
Romanian Baccalaureate Exam: Overall Score - 9.78
Mathematics - 9.85, Physics - 10, Romanian Language and Literature - 9.50

Projects

Software Engineering Project
This project consisted of collaborating with a team of 7 people on a special version of the Stendhal game, using OOP concepts in 3 stages: The first step meant fixing bugs and writing unit tests, while also putting Java, Git, automated builds and testing, code reading and debugging into practice. The second step was to add new features to the game, using TDD approach and code reviews. During the last step, parts of the functionality have been moved to a new loading system, using XML.

Path finder Application
Created a path finder application, using Dijkstra's algorithm in Java. Given a list of commands and streets (composed of 2 nodes and a travelling cost), the program was able to find the shortest path from a node to another, making use of Priority Queues.

Othello Game
Produced a 1-player Othello game using minimax algorithm with $\alpha\beta$-pruning and Java.

Student Centre Simple Application
Created a application which allowed a user to create an account, log in as a student or a teacher and allows a teacher. Teachers could write and save quizzes that students would solve. Technology stack: PHP, HTML.

Spellchecking Program
Implemented a spell-checking program using Java, that stored all words from a given dictionary in a Hash Table, Binary Search Tree or Dynamic Array, depending on the user's choice and checked if the input, a set of English words, was spelled correctly.

First Year Team Project
Developed, in collaboration with 6 students, a Top-Down Shooter game, using JavaScript, HTML, SQL and Phaser3 framework.

GUI Maze Solver
Produced a maze solver application using Java, JavaFX and OOP concepts.

Chess Game
Built a 2-player chess game in a terminal from a UML diagram and specifications, using Java and OOP concepts.

Skills

Programming Languages
  - 2 years of experience with Java and Python
  - 6 years of experience with C and C++
  - Familiar with JavaScript, HTML, CSS, PHP and SQL
  - Acquainted with Dart, LaTeX
  - Acquainted with Prolog, Haskell

Software
  - Familiar with Linux, Eclipse, Spring, JavaFX, Git, Jenkins, Phaser3, Flutter, Unity and libGDX

Languages
  - Romanian - native
  - English - fluent
  - German - beginner

Achievements

Cambridge English Level 2 Certificate in ESOL International (Advanced)   **2018**
Level C1 - Overall score: 182

ECDL Profile Certificate   **2019**
Completed Modules: Computer Essentials, Online Essentials, Word Processing, Presentation,
                   Spreadsheets, Using Databases

Programming C/C++ Course   **2017**
Crystal Mind Academy Bucharest

Volunteering

MUNOB (Model United Nations of Bucharest)   **2018**
Formatting Staff Member
  - structuring and proof-reading the documents sent by the MUNOB Committees

General Staff Member
  - ensuring that international delegates have a pleasant time while visiting Bucharest

Hobbies

Swimming, LEGO Building, Listening to music