Cosmin-Robert CRĂCIUN

Faculty of Automatic Control and Computers, Computer Science, Bachelor's, Year III
Phone: 0771561668   **Email:** cosmin.craciun2612@stud.acs.upb.ro

Skills

- **Programming languages:** C, C++, Java, Python, Assembly x86
- **Foreign languages:** English

Hobbies

- Piano, Guitar, Reading, Movies

Preferred Courses

- Data Structures and Algorithms, Object-Oriented Programming
- Algorithm Design, Parallel and Distributed Algorithms
- Operating Systems

Education

- **2017 - 2021** – National College "Unirea", Mathematics-Informatics intensive

Experience

- **Internship - Digi, IP Configurations**   *June 2024 – August 2024*
  Assigned static IPs to clients, added new clients to the network, troubleshot network issues, and designed client-oriented network solutions.

Projects and Extracurricular Activities

- **2023 - Tank Game (C++)**: A 3D OpenGL-based game where players eliminate enemy tanks on procedurally generated maps.
- **2023 - Chess Engine (C++)**: A chess engine using the Minimax algorithm for standard and CrazyHouse chess, integrated with XBoard GUI.
- **2023 - Streams Recommendation (Java)**: A recommendation system for songs, podcasts, and audiobooks using Factory, Observer, and Singleton patterns.
- **2022 - File System Simulation (C)**: A file system simulator with operations for creating, deleting, and navigating directories using tree structures.