Cristian-Simion Lațcu

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EDUCATION AND TRAINING

26/09/2022 – CURRENT Timișoara, Romania
BACHELOR OF COMPUTER SCIENCE AND INFORMATION TECHNOLOGY Faculty of Automation and Computing, University "Politehnica" of Timișoara

10/09/2018 – 27/05/2022 Oțelu Roșu, Romania
HIGH SCHOOL DEGREE Liceul Bănățean Oțelu Roșu

Granada, Spain
ERASMUS PROJECT PARTICIPATION

During the 3-week project, I engaged in intensive web development learning, collaborating with two other colleagues to complete a project.

ABOUT ME

About me

I am highly motivated to continuously expand my knowledge and skills in software engineering and computer science fields. I thrive on challenging myself with new technologies, methodologies, and theoretical concepts. I am committed to lifelong learning to stay current in this rapidly evolving field and to contribute meaningfully to advancements in both software engineering and computer science.I have used these concepts and programming languages either at university or in projects:Java,C/C++, python, OOP, Data Structures and alghoritms, React.js, Web dev, Node.js, Express.js, Socket.IO, pyttsx3, Neural Networks, MongoDB,Flutter,Solidity.

HONOURS AND AWARDS

19/04/2022
Participation at the national stage of Society's Olympiad for excellence and performance in informatics – Society's Olympiad for excellence and performance in informatics

26/04/2021
Participation at the national stage of Society's Olympiad for excellence and performance in informatics – Society's Olympiad for excellence and performance in informatics

PROJECTS

Food Donation Platform

I developed a web platform that connects food donors with beneficiaries in need. The platform allows users to register as donors or beneficiaries. Donors can view collection points and needed food items, while beneficiaries can input their donation delivery address and the food items they need. Users can also see AI suggestions for food items that could be donated. Additionally, the platform includes an interactive map to display collection points and donation delivery addresses.Technologies Used:Frontend: HTML, CSS,

JavaScript (Leaflet.js for interactive maps),Backend: *Node.js*, **Express.js**,Database: **MongoDB**,Others: **Leaflet** Control Geocoder for geocoding, AI food suggestions.

Link https://github.com/CristiL75/DonareMancare

CryptoTransact

I developed a web application using React.js and Ethereum, along with Solidity smart contracts, to enable users to send and receive cryptocurrencies (ETH). The application integrates with MetaMask as an Ethereum wallet, allowing users to send ETH to other addresses, attach a message and a transaction keyword, and view their transaction history. The backend functionality was implemented using a Solidity smart contract, which manages transactions and maintains a transaction history on the Ethereum blockchain.Technologies used: **React.js**, **Ethereum**, **Solidity**, **MetaMask**.

Link https://github.com/CristiL75/blockchainApp

Flutter Audio Player

The project is a music player app developed using Flutter**,** a cross-platform UI toolkit, allowing for seamless deployment on both iOS and Android platforms. State management is facilitated by the Provider package. For audio playback, the app utilizes the Just Audio package. The UI design incorporates custom elements like NeuBox for a modern aesthetic. Additionally, the app allows users to toggle between light and dark themes, implemented using ThemeData. The primary technologies used in this project include **Flutter**, **Provider**, **Just Audio**, and **ThemeData** for theming.

Link https://github.com/CristiL75/songPlayer

Smart Camera Predictor with Python

This Python program implements a simple camera application with a graphical user interface (GUI) using the Tkinter library. The application allows users to capture images, manually assign them to predefined classes, train a machine learning model based on the captured images, and perform real-time predictions on new images.

Link https://github.com/CristiL75/CamerMLPredictor

Voice-Controlled Assistant with Python and Neural Networks

Implemented a voice-controlled assistant using Python, leveraging neural networks for intent recognition and speech recognition libraries for user interaction. Trained the assistant to handle tasks like adding to-do items, notes, and displaying the to-do list. Integrated error handling and continuous listening. Utilized pyttsx3 for text-to-speech output.

Link https://github.com/CristiL75/AsistentVocalInteligentPython

Space Game with Python

This Python script creates a basic space-themed game using Pygame. Players control a rectangle at the bottom of the screen, avoiding falling projectiles. The game gets harder over time as more projectiles appear. If a collision happens, the game ends with a "Wasted!" message. Players move left and right using arrow keys.

Link https://github.com/CristiL75/JocSimpluInPython

LANGUAGE SKILLS

Mother tongue(s):   **ROMÂNĂ**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	B2	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user