DENIS-TUDOR
DAMIR

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OBJECTIVE

As a software developer intern, I'm eager to apply my technical and problem-solving skills to develop innovative software solutions. With strong attention to detail, communication skills, and passion for technology, I'm a valuable addition to any software team.

SKILLS SUMMARY

Languages | Software skills
EXPERIENCED IN C++, JAVA, C & FAMILIAR WITH KOTLIN, PYTHON

KNOWLEDGE | Engineer skills
OOP, DATA STRUCTURES, DESIGN PATTERNS, PROBLEM SOLVING
MATHEMATICAL SKILLS, TEAMWORK, TIME MANAGEMENT

Tools | Platforms
LINUX KNOWLEDGE, BASH SCRIPTING, GIT, MYSQL

Spoken Language | English
B2

PERSONAL PROJECTS

2D TANKS SIMULATOR | LINK
The project's architecture is designed to be scalable and to handle multiple object interactions. The use of the SDL library may impose some limitations on the project's power consumption, but the AI algorithm has the capability to run smoothly for up to 30 tanks at the same time on a 60x60.

CYBERPUNK PLATFORMER | LINK
This project's architecture follows the state machine principle. Each state consists of multiple scenes, and each scene is composed of multiple components. Modifying a state or scene is easily accomplished through its associated component without changing the underlying structure. The Mediator Design pattern facilitates component interactions. Additionally, the game uses a MySQL database.

MEPPENGER| LINK
This is a simple multiprocess application. It is based on Server-Client Architecture using a SQLite database. The user interface has been created with Qt Creator.

EDUCATION

Awards | During faculty

Amazon Learn & Earn Contest - Data Structures 2nd place - June 2022

Faculty | October 2021 - Present

Bachelor's degree in computer engineering, Faculty of Automatic Control and Computer Engineering, Technical University "Gheorghe Asachi" Iasi, Romania.

School | September 2017 – June 2021

Graduate National Highschool "Ștefan cel Mare", Hârlău, Iași, România