

# MOS DANIELE

## Software Developer

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Oradea, Romania

## EXPERIENCE

### Personal Projects

2016 - Ongoing

<https://github.com/Daniele1209?tab=repositories>

Projects done by me, most of them available on my Github

- Websites- presentation or e-commerce
- Management apps done in Python, C++/Qt
- Implementation of different algorithms (That includes algorithms done on Graphs) in Python or C++
- Shell scripts
- Cyber Security challenges on PicoCTF and Hack The Box
- Machine Learning projects done in Python
- Video Games done in Game Maker Studio 2, Unity and Unreal Engine (Some games are part of the Hackathon challenges)
- Other little projects done in order to get more familiar with a certain programming language, app or framework (like Connect 4 game in Python or site done using Vue.js)

### Freelancing Projects

2017 - Ongoing

Mostly apps developed that allow file management in the company (containing: deadline and alert view, interface for management, addition of documents)

Done using: - C++ and Qt

### Activities

2017 - 2019 Oradea, Romania

Mentor at the programming club at "Aurel Lazar" high school

- I taught high school students how to develop video games in Game Maker Studio 2 and in Unity

## EDUCATION

### Bachelor degree of science

Babeş-Bolyai University

2019 - Ongoing Cluj-Napoca

## LANGUAGES

Romanian

Native

English

B2 Cambridge

## STRENGTHS



### Team Work

I participated in many Hackathons, where we had a team of 2-5 people



### Problem Solver

I'm very practical about solving unexpected issues.



### Adaptable

I can easily adapt to change and new situations.

## SKILLS

### Programming skills

C++

Python

MySQL

JavaScript

HTML & CSS

Java

Data Structures

Game Development

Machine Learning

### Tools

Git

Linux