

MOS DANIELE

Software Developer

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Cluj, Romania

EXPERIENCE

Personal Projects

2016 - Ongoing

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

- Websites- presentation or e-commerce
- Management apps done in Python, C/Qt
- interpreter made using Java and Java Fx
- Implementation of different algorithms That includes algorithms done on Graphs) in Python or C
- Shell scripting
- Cyber Security challenges on PicoCTF and Hack The Box
- Machine Learning and Deep 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)
- Databases using SQL
- 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)

Contests

I took part in many coding competitions such as: Google Hash Code, ITec, Hermes Hackathon, GMTK game jam, PoliHack 2020

- 1st place at PoliHack 2020 - Face Mask Recognition Software

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 Romania

LANGUAGES

Romanian Native

English Fluent

STRENGTHS

★ Team Work

I participated in many Hackathons, where we had a team of 25 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/C++ Python SQL JavaScript

Java Data Structures OOP

Game Development HTML & CSS

Machine Learning

Tools

Git Linux