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n/?hl=ro

SKILLS

Programming languages:
C++, Python, Java

Photograph

Editing in Photoshop and
Lightroom

LANGUAGES

Romanian
Native or Bilingual Proficiency

English
Professional Working Proficiency

INTERESTS

Designing 3D models
using Blender

Video games

Exploring all aspects of
computers

Programming and
testing video games

Dănilă Bogdan

Student of Electrical Engineering and Computer Science

I am a 4th year college student, passionate about technology and programming, with a strong desire to build innovative and useful solutions for people. I have significant experience in software development, both individually and as part of a team, and am always looking for new challenges that allow me to improve my skills and learn new things.

EDUCATION

Graduate

High School of Arts "Ionel Perlea"

09/2008 - 06/2020

Slobozia, Romania

Student

Transilvania University of Brasov

10/2020 - Present

Braşov, Romania

PERSONAL PROJECTS

TopClassDetailing app

▣ https://github.com/Danila00007/Proiecte_Mari/tree/master/Aplicatie%20TopClassDetailing

Arduino project "Car with automatic parking"

▣ https://github.com/Danila00007/Proiecte_Mari/tree/master/Masinuta%20cu%20parcare%20automata

Arduino project "Bomb"

▣ https://github.com/Danila00007/Proiecte_Mari/tree/master/Bomba

Arduino project "Automatic bomb"

▣ https://github.com/Danila00007/Proiecte_Mari/tree/master/Bomba_Automata

▣ https://github.com/Danila00007/Proiecte_Mari/blob/master/Prezentarea%20Bomba%20Automata.mov

Robotic arm project

▣ https://github.com/Danila00007/Proiecte_Mari/tree/master/Joc_automat_utilizand_brat_robotic.pptx

Reducer project in CATIA

▣ https://github.com/Danila00007/Proiecte_Mari/tree/master/OM%20Proiect

Practical application of the "Cinema" database

▣ https://github.com/Danila00007/Proiecte_Mari/tree/master/Practica%20an%202

ORGANISATION

ARTBYTE (10/2020 - Present)

Mentor in the Augmented Reality department

ACHIEVEMENTS

• Diploma of participation and qualification in Innovation Labs HACKATHON (03/2023)

Organizat: Asociatia Tech Lounge

• 1st place at Energy Challenge HACKATHON (03/2023)

Organizat: E.ON Romania

• Diploma of participation in GREEN LIFE HACKATHON (11/2022)

Organizat: Universitatea Transilvania din Brasov

• Certificate of Participation BRD FIRST TECH CHALLENGE ROMANIA, SEASON 2018-2019 (08/2019)

Organizat: Ministerul Educației Naționale, Asociația Nație prin Educație

• Attending events, conferences or workshops

• Collaborate with teammates to successfully complete robotics projects.