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 for new challenges that allow me to improve my skills and learn new things

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SKILLS

Programming languages: C++, Python, Java

Photograph

Editing in Photoshop and Lightroom

LANGUAGES

Romanian: Native Language

English: Medium-advanced Level

INTERESTS

Designing 3D models using Blender

Video Games

Detailed examination of all elements involved in the field of computers.

Programming and testing video games

EDUCATION

Graduate
High School of Arts "Ionel Perlea"
09/2008 - 06/2020   *Slobozia, Romania*

Student
Transilvania University of Brasov
10/2020 - Present   *Brasov, Romania*

PERSONAL PROJECTS

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

Project Arduino: Car with Automatic Parking
▫ https://github.com/Danila00007/Proiecte_Mari/tree/master/Masinuta%20cu%20parcare%20automata

Arduino Project: Defusing an Explosive Device
▫ https://github.com/Danila00007/Proiecte_Mari/blob/master/Dezamorsarea_unui_Dispozitiv_Exploziv/Videoclip%20prezentare.mp4

Arduino Project: Automatic Defusing of an Explosive Device
▫ https://github.com/Danila00007/Proiecte_Mari/blob/master/Prezentarea%20Bomba%20Automata.mov

Robotic Manipulator System
▫ https://github.com/Danila00007/Proiecte_Mari/blob/master/Joc_automat_utilizand_brat_robotic.pptx

Reducer Project in CATIA
▫ https://github.com/Danila00007/Proiecte_Mari/blob/master/OM%20Proiect/Danila%20Mihai%20Bogdan.pdf

Practical Application of the "Cinema" Database
▫ https://github.com/Danila00007/Proiecte_Mari/tree/master/Practica%20an%202

ORGANISATION

ARTBYTE:
Mentor in the Augmented Reality Department
09/2008 - Present

ACHIEVEMENTS

• Diploma of participation and qualification in Innovation Labs HACKATHON
Organization: Tech Lounge Association

• 1st place at Energy Challenge HACKATHON
Organization: E.ON Romania

• 2nd place at GREEN LIFE HACKATHON
Organization: Transilvania University of Brasov

• Certificate of participation BRD FIRST TECH CHALLENGE ROMANIA, SEASON 2018-2019
Organization: Ministry of National Education, Nation through Education Association

• Attending events, conferences or workshops

• Collaborate with teammates to successfully complete robotics projects.