



# David Murgulet

Year 4, Computer Science Major

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## SKILLS

**Tools/Environment:** GitHub, IntelliJ, VSCode, MySQL**Programming:** Java, C/C++, PHP, JavaScript, SQL, Python, TypeScript**Web:** HTML, CSS, React\***Testing:** JUnit, GDB, Mocha

\* currently acquiring

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## TECHNICAL PROJECTS

### Insight UBC

September 2023

- Executed **Test Driven Design** for both black box and glass box testing using **Mocha** and **Chai** to develop a strong test suite
- Incorporated **ESLint** linter and **Agile** process with a partner for a cohesive and effective approach to project delivery
- Utilized JSZip and parse5 to access files and parse data to recover wanted information
- Implemented a RESTful server to query parsed information based on user inputs and display desired data to the user
- Developed a full stack website using **TypeScript** and **React** to query files containing course and room information within UBC

### Hackathon Database App

April 2023

- Designed a hackathon DBMS using **PHP** to manage all hackathon properties and query hackathon information based on user inputs
- Used **SQL** to implement multiple database tables and queries for filtering hackathon data
- Managed data within **Oracle** database and utilized API requests to retrieve and update information
- Backend communication with database was implemented using **PHP**, as well as **SQL**.
- Basic functions such as adding hackers to hackathons, or viewing tables can be done through the GUI

### Study Spots

January 2023

- Developed a full stack website using **React** to allow students to browse and create reviews for study spots within UBC
- Constructed a **NoSQL** database using **MongoDB** Atlas to store and maintain information for study spots and their reviews
- Implemented a backend on **Node.js** which utilized a server to process and recover requested information to web users onto the frontend
- Designed a fully functional frontend using **React** Bootstrap.

### Flash Card App

April 2022

Term project implemented for CPSC 210, an intro to software construction course.

- Built a simple flash card app using **Java** and **OOP** principles, along with a GUI implemented with **Java Swing**.
- Supports functions like adding/removing cards to/from decks, and revising decks to practice a topic.
- Implemented tests for project methods using **JUnit**.
- Implemented saving and loading decks functionality using **JSON** files.

## WORK EXPERIENCE

**Sofa Kitchens****June 2022 - August 2022**

Worked as a sander, as well as helped with training of new sanding employees during my time there.

- Sanded cabinet parts in preparation for finishing and final assembly.
- Assisted in delivery of finished products as well as cabinet assembly.
- Communicated efficiently with coworkers to avoid manufacturing errors and streamline the manufacturing process.

**SFU Camps Volunteer****July 2019 - August 2019**

- Collaborated with camp supervisor in order to keep camp activities running efficiently throughout the day.
- Assisted in the guidance of educational classes for the campers.
- Watched over a small group of campers on outside field trips, taking a leadership role independently from the camp supervisor.

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## EDUCATION

**University of British Columbia**  
Bachelor of Computer Science

**Expected in 04/2025**