

Denis Gabriel Craciun

Developer

Profile 4

Developer, born on the 18th of June 2002, always looking forward to improving. Strong attention to detail, and no problem working under pressure. Easy going when in collaborative environment while still focused on archiving high-quality results. Fast learner passionate about logic, maths, physics, algorithms, problem solving and the web in any kind of form since young. Eager to prove my skills and help to develop any kind of project in the best and fastest way with clean code and organised working environments. Experience tutoring Python, JavaScript and C++, both to university and college students.

Native in English, Italian and Romanian.

Projects =

eCommerce selling hand made products Developed with NodeJS and the Stripe API for the

payments gateway. Designed in Figma and currently online at https://handmadeandrushka.com/

Dijkstra's algorithm visualisation

Developed in JavaScript currently online on my wbsite and available on my GitHub

· Social network development: ElbaShare

Developed with Flutter and currently on the PlayStore and on my GitHub, this is a social network I made for the place I live: Elba Island.

eCommerce API with JWT

This is a store API made with NodeJS and MongoDB. There are all the functionalities that a common eCommerce has like searching for products, sorting them, posting, deleting, patching and more. Functionalities are limited by a login system with JWT that allows you certain ones based on your user role. Available on my GitHub

Realistic Physics Simulation

Developed with Python and the Pymunk and Pygame modules, it is currently available on my website and the code is visible on my GitHub page.

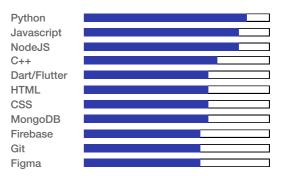
Feel free to check out my webiste for more of my work!

Contacts



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Skills **#**



Education

2017-2022 I.S.I.S. Foresi (Graduated with 100/100) 2022- University Of Pisa, Computer Science