

Denisa Cazacu

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github.com/DenisaCazacu/Personal_Projects

EDUCATION

Faculty of Computer Science

"Alexandru Ioan Cuza" University

Iași

Oct. 2023 – Present

• Courses:

- | | |
|-------------------------------|---------------------|
| * Data Structures | * Computer Networks |
| * Algorithm Design | * Databases |
| * Object-Oriented Programming | * Rust Programming |
| * Operating Systems | |

PROJECTS

Portfolio Website | *React*

- Interactive platform showcasing projects and skills with a responsive React-based design.

Quizz Game | *C, C++, SQLite*

- Multiplayer server-client game with timed questions, built using TCP, multithreading, SQLite, and Qt.

Offline Messenger | *Rust*

- Client-server app using async Rust, TLS for security, and sqlx for user and message management.

InterSchem | *C++*

- Graphical interpreter for logical algorithmic schemes, developed in C++, using basic elements of the graphical interface.

TECHNICAL SKILLS

Languages / Frameworks: C/C++, HTML, CSS, React, Rust, SQL

Developer Tools: Git, VS Code, Visual Studio, Figma

VOLUNTEER EXPERIENCE

ASII (Association of Computer Science Students from Iași)

2023 – Present

- Volunteer in the Internal Relations Department. I contributed to the organization of several projects, such as the FIICode competition, the FIISummer school and the charity ball. The experience allowed me to develop my leadership, communication and team management skills, being an excellent opportunity to bring value to the community of computer science students in Iași.

Robotics Team

2022 – 2023

- In high school I contributed to building and programming a robot for national competitions.