dinui.alin@gmail.com
21 years old
Brașov
0799842520

Social networks

GitHub@Dinu-Alin
LinkedIn@Dinu-Alin

Digital Skills

Programming Languages
C# / **C++** / Python(beginner) / Java / TypeScript / JavaScript

Software Frameworks and Libraries
.NET Development / **Qt** / **Angular Framwork** / Tensorflow / ReactJS (Beginner) / OpenCV

Industry Knowledge
Data Structures and algorithms / **Image Processing** / Object Oriented Programming / Machine Learning

Design patterns and principles
State / Singleton / Factory / Observer / Iterator / Client-Server / MVVM / KISS / SOLID / DRY / YAGNI

Other Software and Computer Skills
postgresSQL / NoSQL (MongoDB) / CSS / HTML

Ionuț-Alin Dinu

Computer Science Student

I am a Computer Science student, autodidact, willing to learn new skills and develop myself. I am interested in .NET Development, Front-end Development(Angular, React) and Modern C++. I love to resolve group issues through research and communication.

Education

Bachelor's degree, Computer Science

From August 2019 to June 2022 — Transilvania University of Brasov, Faculty of Mathematics and Computer Science

High School Diploma, Mathematics and Informatics

From September 2015 to June 2019 — Colegiul Național Nicolae Grigorescu, Câmpina, Prahova

Work experience

Internship

Since October 2021 Siemens PLM Software, Brașov

.NET Development

https://new.siemens.com/ro/ro/products/sisw.html

Curious Minds Summer School Apprentice

From June 2021 to September 2021 Siemens PLM Software Brașov

Mobile Development using Xamarin

Practice certificate

From March 2021 to May 2021 General Magic Technology Brașov

Neural Networks in your Hands: Tensorflow on a Mobile

https://www.generalmagic.com/

Hobbies

Member at BEST, BrașovBEST (2020 - 2021)

Board of European Students of Technology is a non-profit and non-political organization that strives to help European students of technology to become more internationally minded, by reaching a better understanding of European cultures and developing capacities to work on an international basis.

Graphic Design

Illustrator (intermediate level)
Photoshop (beginner)

Football

I have been playing football for over 10 years for a local team.

Painting

Watching movies

Soft Skills

Handling Pressure

Networking

Creativity

Languages

Romanian

Mother Tongue

English

Upper-Intermediate

Projects

Mosaic++

Mosaic++ is a tool that produces photomosaics. It offers a range of options that have an effect on the final result. It can be used for entertainment purposes or be converted to an applicable tool in fields like image processing or mesh generation.
GitHub@Mosaic-plus-plus
Youtube@Mosaic-plus-plus

Plotting in C++

In this project, we wanted to solve the problem of plotting a big set of data in order to better understand theoretical knowledge in the function plotting field. We study the nature of data plotting in C++ regarding its pros and cons(limitations).
The scope of the app is to generate graphs for various functions and to observe the steps taken by the algorithm in order to obtain the correct plotting.
Using C++(one of the fastest and most memory efficient languages) and Qt(a C++ cross-platform framework for GUI - Graphical User Interface), we developed an app that puts into use most of the modern features offered by C++(especially C++11).
GitHub@Plotting

Luxembourg Path Finding

The application visually displays the map of Luxembourg in a window, receiving the coordinates from an xml file. The start and end points of the road are selected by mouse click in 2 different areas of the map by the user, and the algorithm displays the shortest path. To choose between the two algorithms (Dijkstra or Bellman-Ford), you can enter the algorithm option in the console. The time to load the graph from the file and display it in the window should be about one second. Also, the execution time of the shortest path algorithm and the resulting path staining is extremely short.
GitHub@LuxembourgPathFinding

Nurse-Scheduling-Problem

Genetic Algorithm for Nurse-Scheduling Problem.
A genetic algorithm is a search heuristic that is inspired by Charles Darwin's theory of natural evolution. This algorithm reflects the process of natural selection where the fittest individuals are selected for reproduction in order to produce offspring of the next generation.
GitHub@Nurse-Scheduling Problem