ANDREI-RZĂVAN DINU

Computer Science Student

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SUMMARY

A hard-working and learn-oriented Computer Science Student, passionate about game development, programming and computer graphics, with knowledge in Java, HTML, CSS, Blender and a deeper understanding of C/C++, data structures and algorithms. Fluent in English. Looking for a position where to further improve my programming skills and take part in the complex process of software design and development alongside an ambitious team, towards succes.

SKILLS

Programming Languages: C, C++, Java, x86Assembly, HTML, CSS, Matlab/Octave, Latex

Technologies: VSCode, Unix, Git

Character: Hardworking and Ambitious

Languages: Romanian - native English - B2

EDUCATION

Expected 2026 — **Bachelor's degree in Computer Science at U.N.S.T. Politehnica of Bucharest** — **Degree**

2022 - Present — **Student at Computer Science at U.N.S.T. Politehnica of Bucharest** — **Faculty**
Relevant Courses: Operating Systems, Numerical Methods, Data Structures and Algorithms, Computer programming and programming languages, Object Oriented Programming

2022 — **Baccalaureate diploma** — **Exam**
Subjects: Romanian language and literature, Mathematics, Informatics

2018 - 2022 — **National College "Iulia Hasdeu" of Bucharest** — **High School**
Mathematics and Informatics domain

PROJECTS

C++ — **Maze Solver** — **High School**
The program was implemented in C++ and uses graph theory and Depth First Search algorithm.

Competition — **Energaz News** — **High School**
Energaz News was a competition to create, record and present a news bulletin about climate change and the importance of natural gas for a cleaner future - received the "The most interesting news" reward.

C — **Wordle Game** — **First year of faculty**
Developed a word game that allows users to guess words by inputting letters and receiving feedback on their guesses. The program was implemented in C using Ncurses library.

C — **Image Processing** — **First year of faculty**
Program designed for compression and decompression of PPM images using quadtree data structure.

C — **Memory Allocator** — **Second year of faculty**
Built a memory allocator that can be used to manually manage virtual memory, using Linux system calls

PASSIONS

Computer graphics — **Self-taught my skills in Blender** — **Blender**

- Raven - Learned basic modeling, applying textures and setting up scenes
- Desert Night - Learned about Assets and Textures, Importing Video
- Minecraft Island - Learned about HDRis, UV unwrapping, modifiers
- Car Model - Learned about the importance of good Topology

SAMBO — **Self-defense Sport** — **Martial Arts**

- Two-time sambo national vice-champion