

Eduard-Valentin Dumitrescul

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WORK EXPERIENCE

Centrul de Pregatire "Hai la Olimpiada" Suceava

Nov 2021 - Apr 2022

Tutor, Team Coordinator

- held competitive programming classes for the county's Informatics team
- administrative role in the organization of the year structure and collaboration with other tutors

Centrul de Pregatire "Hai la Olimpiada" Suceava

Nov 2020 - May 2021

Tutor

- held competitive programming classes for the county's Informatics team
- collaborated in the organization of the final contest

PROJECTS

Focus

[PlayStore](#) [GitHub](#)

A timer that encourages working on tasks and projects by offering a game-like approach. It enables users to focus while gaining tokens and leveling up. This project was developed using software such as Android Studio, Gimp, and Figma, and programming languages such as Kotlin and Java.

Programmer's Clicker

[GitHub](#)

A clicker game about a programmer that needs to solve bugs in his software. This project taught me more about Android Developing, Graphic Design, Design Patterns and App Architecture.

EDUCATION

2022 - present Bachelor's Degree in Computer Science at **University of Bucharest**

2018 - 2022 "Stefan cel Mare" Highschool Suceava (Grade: 10)

AWARDS AND HONORS

- Bronze Medal at the Romanian Master of Informatics (RMI 2021)
- Gold Medal and Third Place at Osepi 2021 (qualified in the extended national team)
- Bronze Medal at the Junior Balkan Olympiad in Informatics (JBOI 2018)
- Bronze Medal at the International Tournament in Informatics (IATI 2018)

SKILLS

Soft Skills	Competitive Programming Experience, Data Structures and Algorithms background, Pragmatic Communicator, Problem Solver, Desire to Learn, Confidence and Reliability
Technical Skills	C/C++, Java, Kotlin, Python, OOP, GIMP, Figma, RoomDB
Languages	Romanian(native), English(fluent), Spanish(beginner)