EDUARD SCOBIOALA

Personal

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Date of birth
17-01-2002

Website
https://github.com/EduardScobioala

LinkedIn
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Skills

Python

C

C++

C#

HTML

CSS

JavaScript

JAVA

Unity

Assembly

Microsoft Office

Languages

Romanian

English

Russian

Interests

- Math, Algorithms, Hackathons
- Game design, art and development
- Strategy games, Quizzes
- Psychology, Mindfulness

Education and Qualifications

Informatics Bachelor of Science   Sep 2020 - Jul 2023
The Polytechnic University of Timisoara, Timisoara, Romania

"Emil Nicula" High School, Anenii Noi, Moldova   Sep 2017 - Jul 2020

Work experience

Volunteer   Oct 2019 - Jun 2021
INVENTO, Chisinau, Moldova

Being a volunteer at INVENTO taught me how to write and manage a project, how to organize an event and how to work with people.

Volunteer   Jul 2019 - Jul 2021
EU neighbours east, Chisinau, Moldova

As a Young European Ambassador in Moldova I was part of a team which worked at planning cultural events for youth, while promoting dialogue, mutual respect and equality.

Courses

Internet of Things Bootcamp   May 2020 - Jul 2020
Clubul Ingineresc Micro Lab

During the Bootcamp I learned to work in Arduino, ThingsBoard platform and how to monitor a system through Telegram bots. The final object of the Bootcamp was to implement, in teams, an IoT project, mine was called "Smart House for supporting people in wheelchairs" and included a automated feeding system for pets, control system for louvers, monitoring system for air quality and a subsystem for wheelchair monitoring.

Introduction to Cyber Security   Mar 2021 - Jun 2021
Bitdefender

During the course I learned about cryptography, all kind of viruses and malwares, how android app works, how to reverse engineer an application, therefore the assembly language. In three months I reversed 4 windows apps and 3 malware android apps, at the end of the course I was able to crack a 10 level 'crackme app' which also required knowledge in image and sound processing in C, Python, JavaScript, and Algorithms.

Personal Projects

"Game of Life"
- a C++ implementation of the cellular automaton devised by the British mathematician John Horton Conway;
- the visual part was made up using the SFML library;
  https://github.com/EduardScobioala/Conways-Game-of-Life

"Galaxy"
- a Python 2D game with the objective of controlling a spaceship through space;
- the graphical part was made up with the help of 'Kivy' framework;
  https://github.com/EduardScobioala/Galaxy

"Stand Up 4 Human Rights"
- a Website made for the National Science and Engineering Competition "MOLDSEF" (Moldova)
- the website was made up by using HTML, CSS and JavaScript, some feature implied the use of Python

"Dungeon Master"
- a little RPG game, developed in Unity