Bogoșel Filip-Daniel

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Education

Babeș-Bolyai University — Cluj-Napoca
B.S. Computer Science — 2024 - Present

- **Relevant courses** : Fundamentals of Programming, Computer Architecture, Object oriented programming, Operating systems, Graph algorithms, Data structures and algorithms

Objective

- I'm a motivated 1st year Computer Science student with expertise in Python, C++, scripting and automation. Seeking an internship to leverage scripting, automation and OOP skills that I developed through hands-on projects in university and personal coding initiatives.
- I want to work on real-world applications to solve complex problems, contribute to impactful solutions, and learn from experienced professionals. My goal is to refine my technical abilities and evolve collaborating in a dynamic team.

Skills

- **Programming Languages:** Python, C, C++
- **Software:** MySQL, Docker, Git, Linux/Shell scripting

Frameworks: PyTorch, Qt, Pandas, NumPy, sci-kit learn
Languages : Romanian(Native), English(Fluent)

Projects

1. **Smart-Image-Sorter | Github**
- a project I designed and implemented using Python and used Machine Learning libraries such as PyTorch and Tensorflow. I used object detection and classification AI models to correctly classify the photos and used OS functions to work with files and paths.
- the project also has a PowerShell script file which helps install the program and all the dependencies necessary
- the program can use either the CPU or the GPU if available and user chooses to install the packages
- folders with the specific category name will be created in the given folder and images will be automatically moved each to the specific category

2. **Events-Tracker App | Github**
- developed an event management app using OOP principles and C++ language and using the Qt framework
-intuitive Graphical interface
- implemented file I/O operations for persistent storage of events, enabling data retention across sessions
- containing Administrator mode and User mode
- the Administrator has to log in using a unique password and has full control of the events database: CRUD operations and seeing all the events
- in the User mode the user has the option to sign in or to sign up and every user has it's own events list
- the program lets the user see all the events available and build his own events list

3. **Digital Catalogue | Github**
- a comprehensive application for managing students, disciplines, and grades with both console and GUI interfaces
- it contains useful statistics and uses a powerful **command pattern undo/redo** for memory efficiency
- has a modern GUI built with the PyQt framework
- designed a **dual-file system** (text + binary) for student records, enabling human-readable logs (*.txt*) and efficient binary storage for fast access.

4. **Battleships game | Github**
- the game is implemented in Python and designed to be a human vs computer game
- it is meant to be a challenge for the human player to win with a smart computer player that is implemented using the neighbour coordinates of the squares for the last successful hit
- implemented OOP principles (classes for Board, Player, Ship) to ensure clean, modular, and scalable code.
- has a nice and very intuitive GUI if chosen, or a console based version