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Flavius-Andrei Marian

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ABOUT MYSELF

Motivated Information Technology student with a strong interest in software and hardware development. I enjoy solving problems through logical thinking and practical implementation. Eager to contribute to real-world projects and grow through hands-on experience.

EDUCATION AND TRAINING

18/07/2023 – CURRENT Timișoara, Romania

BACHELOR'S DEGREE IN SOFTWARE ENGINEERING Politehnica University of Timișoara

Website https://www.upt.ro/ | **Level in EQF** EQF level 6

15/09/2019 – 10/06/2023 Deva, Romania

HIGH SCHOOL DIPLOMA – MATHEMATICS AND COMPUTER SCIENCE Colegiul Național Pedagogic "Regina Maria"

Website https://infopedadeva.ro/ | **Level in EQF** EQF level 4

PROJECTS

25/04/2025 – CURRENT

Gym Manager Web Application

Developed a web-based gym management application using HTML, CSS, and JavaScript. The current version allows administrators to manage clients, subscriptions, and schedules via an interactive interface. The front-end is fully functional and responsive. Backend integration (using Node.js and Express) is currently in development to handle user authentication, data storage, and dynamic content via API connections.

Link https://flaviusmarian27.github.io/GymManagerWeb/

04/02/2025 – CURRENT

Personal Portfolio Website – GitHub Pages

Developed and deployed a personal portfolio website using HTML, CSS, and JavaScript, hosted on GitHub Pages. The site highlights my education, technical skills, and personal projects. The design focuses on clarity and responsiveness, making it easy to navigate across devices. The project is actively maintained, with new sections and functionality currently in development.

Link https://flaviusmarian27.github.io/Flavius-Project/

06/04/2025 – 15/05/2025

Treasure Hunt Simulation – Operating Systems Project

Developed a complete simulation of a multi-user treasure hunt system in C, across three phases. Implemented file-based data storage with structured binary files and logging using system calls (open, read, write, lseek). Added multi-process architecture using signals (sigaction, SIGUSR1, SIGCHLD) for monitoring and command handling. Integrated inter-process communication via pipes and external tools for score calculation. The project demonstrated practical knowledge in file systems, process control, signal handling, and UNIX systems programming.

Link https://github.com/FlaviusMarian27/OperatingSystems

05/05/2025 – 11/05/2025

PC Heaven – Database Administration and Web App using Oracle APEX

Worked in a team of two to develop a complete Oracle APEX application for managing a custom PC assembly company. Designed and implemented core database tables (components, clients, orders, order details) and populated them via SQL DML scripts.
Built key APEX pages including:
– Full component listing
– Hierarchical order view per client (via CNP parameter)
– Order history with dynamic filtering
– Statistical reports showing component usage across all orders
This project enhanced my skills in relational database design, SQL, and low-code web development using Oracle APEX.

Link https://apex.oracle.com/pls/apex/r/bd_proiect_dragos_flavius/pc-heaven/home?session=111007266038393

13/04/2025 – 07/05/2025

SystemC ALU – Modular Arithmetic Logic Unit (Team Project)

Worked as part of a 4-member team to develop a modular ALU system using SystemC. I was responsible for implementing key components such as the 32-bit ripple carry adder (RCA32), subtractor, MUX8, and ALUX main module. Coordinated integration of individual modules into a unified architecture and ensured proper functionality across all components received from teammates. This project improved my skills in hardware description languages, digital systems design, and collaborative development.

Link https://github.com/FlaviusMarian27/SystemC-ALU-Modules

11/01/2025 – CURRENT

Arduino Projects Portfolio – Embedded Systems and Microcontroller Programming

Created several small projects using Arduino boards to learn how to connect sensors, control motors, and display data. I worked with components like 7-segment displays, temperature sensors, and real-time clocks. These projects helped me understand how hardware and code work together.

Link https://github.com/FlaviusMarian27/Arduino

SKILLS

Hard Skills

C programming | Java | Git / GitHub | Object-Oriented Programming | Computer networks | SQL (Oracle) | Linux | C++ programming | Database design | Python | HTML / CSS | JavaScript | Web development | Arduino development | Microsoft Office

Soft Skills

Creativity | Perseverance | Responsibility | Teamwork | Adaptability | Initiative | Problem solving | Attention to detail

LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B1	B1	B1	B1	B1
FRENCH	A1	A1	A1	A1	A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

HOBBIES AND INTERESTS

Arduino & Electronics Prototyping

I enjoy experimenting with sensors, displays, and microcontrollers using Arduino boards. This hobby helps me better understand how hardware and software interact and allows me to build practical, hands-on projects.

Software Development & GitHub Projects

In my free time, I work on personal coding projects, learn new technologies, and improve existing codebases. I use GitHub to document and share my work while exploring different programming concepts.

Logic Games & Strategic Thinking

I enjoy playing chess and solving logic puzzles, which helps me develop concentration, structured thinking, and decision-making under pressure — skills that also translate into programming and debugging.

Sports & Physical Activity

I enjoy playing football and staying physically active, which helps me maintain discipline, focus, and team spirit. Participating in sports keeps me motivated and balanced during intensive academic work.

Automotive Technology & Engineering Curiosity

I'm passionate about cars and vehicle technology. I follow innovations in electric mobility and enjoy learning about how mechanical systems and electronics combine — often drawing parallels to embedded systems work.