



# STEFAN-ANDREI GHITA

## EXPERIENCE

### Infineon, Bucharest | Oct 2022 - Present

#### Working Student

My role was to test Smart Cards OS and implement new testbenches to test the card in different conditions.

Acquired Skills: Python, Working with Smart Cards

### Infineon, Bucharest | Jun 2022 - Aug 2022

#### Internship

My summer practice job for my collage where I was introduced to the Python programming language and Smart Cards

## COMPETENCES

### ECDL

- Word, Excel, PowerPoint, Access

### Voluntary

- Volunteer work for Kiwanis International

### Social skills

- obtained in my career as a volunteer at Kiwanis summer camps

## PERSONAL INFORMATION

**Birthdate**  
02-07-2000

**Residence**  
Bucharest

**Nationality**  
Romanian

## EDUCATION

### 2019 - Present

### Bachelor degree in Electronical engineering

University Politehnica of Bucharest

Specialization: Microelectronics, optoelectronics and nanotechnologies

## SKILLS

### Programming Skills

Python

C++

C

### Tools

Git

VS Code

Visual Studio

### Team Skills

Teamwork

Communication

Leadership

### Social Skills

Sociability

Open Minded

Active listening

## ADDITIONAL ACTIVITIES

### Certificate of Recognition for Acquired Experience and Competences

Within the project "Erasmus+ European career in IT"

- I was assigned to a team of IT specialists on a temporary technical assistant position to gain knowledge in Web Development using HTML/CSS/Javascript and tools like WordPress

Location: Granada, Spain

### Certificate of attendance

Within the project "Erasmus+ Digital Teaching in Natural Scientific Subjects"

- It was a project where teams of foreign students would create different projects based on a natural scientific subject

I was in charge of taking care of the students and guiding them in the highschool and city

## CONTACT

Bucharest  
 0769 219 770

ghitastefanandrei1@gmail.com

<https://github.com/Ghita-Stefan-Andrei>

## PROJECTS

- **AutoClicker**
- **Photo Manipulation software**
- **BrainFuck Interpreter**
- **OverEngineered SnakeGame**

## PROJECTS

### ● **AutoClicker**

Personal

What inspired this project: My need of automation of different tasks

What it can do:

- Left click on a point on the screen at a specified time interval
- Left click on a series of points on the screen

Features:

- Enable button to be able to run in a controlled environment
- Always on top functionality to see the status of the auto clicker

- Possibility to change the control keys
- Intuitive GUI design

Built with: C#

🔗 <https://github.com/Ghita-Stefan-Andrei/AutoClicker>

### ● **Photo Manipulation software**

University of Politehnica Bucharest

What inspired this project: my college teacher offered my the opportunity to build this software in exchange of not taking the finale exam after I came with a better algorithm than his recommendation for dealing with noise in pictures for a homework.

What is this app about:

- Change it to grayscale
- Generate RGB and grayscale histograms
- Resize the image to a specified size
- Apply clahe algorithm

Built with: C++, OpenCV

🔗 <https://github.com/Ghita-Stefan-Andrei/Photo-Manipulation-Software>

### ● **BrainFuck Interpreter**

Personal

What inspired this project: my wish to experiment to build an interpreter so i choose this ezoteric language for it's simple concepts of working yet hard to read

Built with C++

🔗 <https://github.com/Ghita-Stefan-Andrei/BrainFuckInterpreter>

### ● **OverEngineered SnakeGame**

Personal

A recreation of the legendary Nokia 6110 snake game built with C++ and OpenCV, made to exercise working with opencv, OOP concepts and multi-threading

🔗 <https://github.com/Ghita-Stefan-Andrei/OverEngineered-SnakeGame>