

GEORGE UNGUREANU VRANCEANU

Computing Student

@ gu119@ic.ac.uk +40 756503015 London, UK <https://gungy2.github.io> <https://github.com/Gungy2>
in <https://www.linkedin.com/in/george-ungureanu-vranceanu-b11957185>

ABOUT ME

- I am a 20-year-old Romanian Computing student at Imperial College London, eager to start his career in Software Engineering. I am open to new opportunities, especially to summer internships, because I want to expand my skill range by learning new technologies and meeting new people.
- My main interest is frontend engineering, even though I eventually want to become fullstack.

EDUCATION

Imperial College London

BEng in Computing

October 2019 – Present London, UK

Percentage in the first year: **84.16%** (First Class)

National College "Gh. Vranceanu"

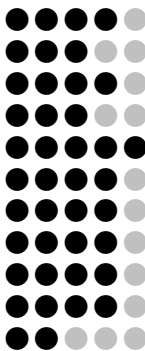
High School

September 2015 – July 2019 Bacau, Romania

Percentage: 100%

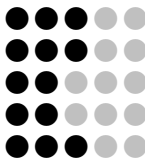
PROGRAMMING LANGUAGES

Java
Python
C
Haskell
HTML5
CSS3 / Sass
JavaScript
TypeScript
Elm
SQL
Bash



TECHNOLOGIES

React
Electron.js
Node.js / Express
Webpack
Git



VOLUNTEERING

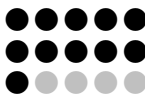
Staff Member

ICHack 2020

February 2020 London, UK

LANGUAGES

English
Romanian
French



ACHIEVEMENTS

- Dean's List (Year 1) at Imperial College London
- Honourable Mention at the National Mathematical Olympiad (2016) in Romania (12th place in the country)

PROJECTS

Monaid

- A cross-platform desktop application, that helps users manage their finances by keeping track of their transactions and presenting meaningful statistics.
- Code: <https://gungy2.github.io/monaid>
- Technologies: Electron.js, TypeScript, D3.js, Webpack, HTML5, Sass

Minesweepelm

- Minesweepelm is a cool, simple minesweeper game created in Elm, a purely functional language. It is completely playable and it includes all the usual hints and shortcuts that you would expect.
- Website: <https://gungy2.github.io/minesweepelm>
- Code: <https://gungy2.github.io/minesweepelm>
- Technologies: Elm, HTML5, CSS3

FiFish

- A purely frontend website, made using a public API. The concept is very simple: just search for a fish (or seafood) and you will see lots of interesting facts about the species, such as appearance, biology and a surprising collection of pictures.
- Website: <https://gungy2.github.io/FiFish>
- Code: <https://gungy2.github.io/FiFish>
- Technologies: React, JavaScript, HTML5, CSS3

ARM Assembler / Emulator / Debugger

- A quite big and complex project, completed in a team of 4, as part of my first year at Imperial College London. It converts ARM assembly language into ARM machine code that can be executed on the emulator. The debugger works similarly to the GDB, being able to step through the assembly program, set breakpoints and even watch registers.
- Code: Not available (Contact me!)
- Technologies: C, Git

Java Pawn Race

- A small "AI" (with an associated CLI), started as coursework for a first year Java course, at Imperial College London, and then was slowly improved, reaching a more polished state. I won 4th place in my year with it, by "defeating" other AIs created by other students.
- Code: <https://gungy2.github.io/pawnRace>
- Technologies: Java