



Marco Ulise Tighiliu

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Gender: Male **Date of birth**: 21/03/2002 **Nationality**: Romanian

ABOUT ME

I am a creator from Bucharest Romania, who moved to Eindhoven the Netherlands a year ago to have a change of pace in my learning journey. My focus is on technology and leaving a mark on society by helping it grow. During my study at Fontys school of Engineering, I understood what a true engineer sells to a customer... Certainty. Certainty that the project is done ahead of the deadline and Certainty that I use the best technologies and create a product that satisfies my customers requirements.

WORK EXPERIENCE

[01/07/2019 – 31/08/2019]

Intern

Rainbow SRL <https://rainbowbucuresti.ro/>

Address: 44A Ficusului Boulevard, Bucharest, Romania

Name of unit or department: Sales, marketing and service

- repair of the products that were sold at Rainbow Bucharest Inc;
- participated at Fairs that sold Rainbow Bucharest products;
- presentations about the products;
- negotiations in regards to selling the products.

EDUCATION AND TRAINING

[11/09/2017 – Current]

Romania Diploma de Bacalaureat

C.A. Rosetti Theoretical Highschool

Address: 11 Giuseppe Garibaldi , 014192, Bucharest , Romania

Field(s) of study: Natural Sciences

Exam subjects:

- Romanian Language and Literature
- Mathematics
- Informatics

Other Subjects:

- Physics
- Economy
- English Language

[02/02/2020 – 23/10/2020]

Certificate of participation

Software Development Academy <https://sdacademy.ro/lista-de-cursuri/java/>

Address: 39-41 Nicolae Filipescu, Bucharest, Romania

Field(s) of study: Information and Communication Technologies

1. Introduction to JAVA - programming Java basics, design patterns, software testing, TDD;
2. The developer's tools - GIT, JDK, IntelliJ, Maven;
3. Databases - SQL, JDBC, Hibernate;
4. Client and Server-side programming - introduction to servers, the basics of HTML, CSS, JavaScript, Angular/React, Spring;

5. A summary project - Agile and Scrum methodology, software craftsmanship, a group project.

[28/08/2021 – Current]

Bachelor in Mechatronics

Fontys Hogescholen <https://fontys.edu/Bachelors-masters/Bachelors/Mechatronics-3.htm>

Address: Gebouw Nexus , ER, De Rondon 1, 5612 AP, Eindhoven, Netherlands

After I learned to code through various resources like courses and researching my way through the internet, I became interested in what I can achieve by using this powerful tool and started gaining knowledge in various domains that require coding. I decided to study Mechatronics as I had fairly little experience in this domain compared to making websites and games, and was interested in learning physics and math so that I can combine these skills with the ones I already had.

LANGUAGE SKILLS

Mother tongue(s): Romanian

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

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

DIGITAL SKILLS

ECDL BAC Profile | Angular | Css | C++ | SQL | Bluetooth Technologies | C# | Html | Spring (Java) | Java | Git | TypeScript | V Model | JavaScript | Hibernate(Spring) | Unity | Embeded programming | Google Play App Deployment | Soldering | Networking

MANAGEMENT AND LEADERSHIP SKILLS

Team Oriented

In my first year studying Mechatronics I had to work in various robotics projects, in which I was capable of making sure that me and my team members are on the same page. This was a transformative experience as I learned how to act towards my team when thing go wrong, and I learned how to value time and the work of my colleagues.

HOBBIES AND INTERESTS

Game development and design

In my spare time I develop games in Unity using C#. The creation of my first published game RewindMaze led me to also enjoy the artistic side of making games like creating a story and expressing myself through this visual art form.

Link: https://play.google.com/store/apps/details?id=com.rewind.lemon231&hl=en_US&gl=US

Web Developement

Web Development was one of the first things I started to love about programing as I enjoyed the capability of creating something without additional hardware besides 'my mind' and a computer. I enjoyed this activity and that`s why I pursued the Java programming course from SDA academy where I learned anything from basic concepts I already known from c++ combined with the different object-oriented features of java to create the back-end, till front-end created with javaScript, and frameworks like Spring and Angular, which are often used in the industry.
