Mihai Alexandru Liță

✉ litamihai13@gmail.com   📞 0748483409

in LinkedIn - Lita Mihai   ○ GitHub - Lita Mihai

📍 23 Drumul Belșugului, Bucharest   ↖ Personal Website - Portfolio

📇 PROFILE

I am a passionate student of programming, I am looking to deepen my knowledge about programming languages, multi-threading, and inter-process communication. I learned a lot working on personal projects but I am willing to learn something from as many fields as possible.

🎓 EDUCATION

Oct 2020 – present	**University Politehnica of Bucharest, Faculty of Automatics and Computers, System Engineering**
Jun 2022 – Aug 2022	**3DPUB Game Developement Summer School** - Rapid Game Development Workshop - Multiplayer Explained Gameloft Workshop
Jul 2021 – Jul 2021	**Thales Dev-Ops Summer School** - Engineering Tools: Git/BitBucket, Nexus, Jenkins & CI/CD - Ansible & Docker - IaC (Terraform) & Kubernetes

🏅 FRONTEND DEVELOPMENT

`HTML` `CSS` `JavaScript` `React` `Vue.js`

🧩 BACKEND DEVELOPMENT

`C/C++` `C#` `Java` `Python` `MySQL` `Git/BitBucket/SVN` `Node.js`

`Linux (Bash scripting)` `MongoDB`

🧠 SOFT SKILLS

- Good Communicator
- Fast problem solver
- Strong logical and algorithmic thinking
- Fast learner
- Dedicated team player
- Ability to take decisions on the spot
- Accepting and giving constructive feedback

📁 PROJECTS

Club Capybara
This project consists of a multiplayer game made in Unity, within the 3DPUB Summer School. As a versioning system, I used a SVN server hosted on my personal computer, because it took up several GB of memory, and GitHub does not accept very large files.

Car Rental Application ⧉

This application is written in C and C++, it uses SFML for the interface, cURL for sending security codes by mail, MySQL for the database, and nlohmann / JSON for access to vehicle data. It is a large application with many files and lines of code. The application uses a login system on a local database.

Calculator ⧉

This project represents the realization of a small calculator that performs simple operations. The application is written in Java.

Lords Of Space ⧉

A game made in C++ with SFML. You control a ship that is attacked by geometric shapes. Shoot to survive!

Eat as much as you can ⧉

A game made in C++ with SFML. You control a rectangle that eats circles. Depending on what you eat, you get points. Be careful, some circles hurt you!

Destroy the Enemies ⧉

A game made in C++ with SFML. You need to click on geometric shapes and gather as much points you can. Don't let any shape get behind you!

Snake Game ⧉

Made in C++ with SFML. It's Snake Game!