



Mihai Alexandru Liță

✉ litamihai13@gmail.com

☎ 0748483409

in LinkedIn - Lita Mihai

🐙 GitHub - Lita Mihai

📍 23 Drumul Belșugului,
Bucharest

🖱 Personal Website - Portfolio

📄 PROFILE

I am in my 3rd year of study at the Faculty of Automatics and Computers at the POLITEHNICA University of Bucharest and I work as a Software Tester at Luxoft. I consider myself a good communicator, fast learner and hard-working person who is extremely motivated to constantly develop my technical skills and grow as a human-being. I pay attention to details, I have great problem-solving abilities and interest in learning every day.

🏢 PROFESSIONAL EXPERIENCE

Oct 2022 – present **Software Tester - C/C++**
Luxoft

🎓 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

React

Vue.js

🔧 BACKEND DEVELOPMENT

C/C++

C#

Java

JavaScript

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

Java-SQL

This repository contains the source code of my database administration project. The theme of the project is: records of patients participating in the testing of some pills. The application is written in Java 18.

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!