



Mihai Alexandru Liță

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🔗 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 <ul style="list-style-type: none">- Rapid Game Development Workshop- Multiplayer Explained Gameloft Workshop
Jul 2021 – Jul 2021	Thales Dev-Ops Summer School <ul style="list-style-type: none">- 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 Cappybara

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!

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!