Last updated in Octobre 2024

Sîrghe Matei-Ștefan

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- Goal oriented person with the ability to deliver results within deadlines, strong decision making and problem solving skills, ability to motivate and lead others in a team environment
- Looking for new experiences, at high professional standards, in an effectively and timely manner

Education

Tudor Vianu National College of Computer Science 2019 – 2023
University of Bucharest, Faculty of Mathematics and Computer Science 2024 – 2028
- **Major in:** Computer Engineering

Volunteering

Romanian Masters of Mathematics, Romanian Masters of Informatics Bucharest 2023
- Helped international teams, guiding them throughout the contest calendar

Projects

Lumturo (Game made in Godot) Lumturo
- Develop a 2d platformer in the Godot game engine
- Tools Used: GDScript

SCP-Graph SCP-Graph
- Graphical visualisation for all the connections between stories that the SCP Foundation website has to offer
- Tools Used: C++, Shell, HTML, JavaScript, JSON

Catan-AI AICatan
- AI Catan Implementation
- Tools Used: HTML, CSS, JavaScript, Python

Freddy fazbear pizzeria simulator reimagined in 3D FNaF 6-3D
- 2D game ported to 3D with new implemented mechanics
- Tools Used: Unity Engine, C#

My website with all my computer science skills My Website
- My computer science journey
- Tools Used: Vanilla Javascript, CSS, HTML

Awards

Romanian National Olympiad in Informatics:
- Placed 30th bronze medal in 2017
- Placed 55th in 2019
- Placed 84th in 2022
- Placed 58th in 2024

International Competition Mooncamp ESA: Participation (high school category)
Qube2Space International Competition: Top 10 placement (high school category)

Courses

Oracle Academy: Database Design

High School: Informatics certificate

Skills

Coding Languages: C++, C, C#, JavaScript, HTML, CSS

Languages: Romanian, English (C1 Cambrige)

Technologies: Unity Engine, Godot Engine, Express , NodeJS