# Sîrghe Matei-Ștefan

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🔗 https://mach3tryhard.github.io/CeaiAlb/ in matei-sirghe ⌨ Mach3tryhard

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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

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| **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

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| **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