Sîrghe Matei-Ștefan

- 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
University of Bucharest, Faculty of Mathematics and Computer Science

2019 – 2023

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-G

- 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 AlCatan ☑ AlCatan ☑

- 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