

MANEA MARIUS

STUDENT



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Sector 3, Bucharest

ABOUT ME

Passionate about exploring fields like blockchain, algorithms, and web development, with a strong interest in learning new technologies. Proven ability to work both independently and collaboratively, with excellent problem-solving and analytical skills. Actively seeking opportunities to apply academic knowledge in real-world situations, particularly in full-stack development, cryptocurrencies, and machine learning, through internships, research, or entry-level roles in the tech industry.

EDUCATION

2024-Present

University

University of Bucharest

Faculty of Mathematics and Computer
Science

2020-2024

High School

Colegiul National "Matei Basarab"

LANGUAGE

Romanian

English

(Cambridge C2 Certificate in English)

SKILLS

- Programming Languages: C++ / C# / Python / Assembly x86 / Risc-V / Bash / Rust
- Web: HTML / CSS / JavaScript
- Git
- Blender 3D
- Linux & OS knowledge
- Problem solving and critical thinking skills

VOLUNTEERING

Member of the Mathematics and Computer
Science Student Association in the
Management and Fundraising department

Contribution:

- Helped design and build the faculty association's job fair website, using technologies like TypeScript, Next.js and Tailwind CSS.
- Contributed to major university projects through leadership positions and volunteer work, ensuring an inclusive environment.

PERSONAL PROJECTS

WEATHER COMMAND LINE INTERFACE APP IN RUST

A terminal-based weather application built with Rust at Rust Ip Workshop UPB that displays real-time weather information for multiple cities using a text-based user interface.

Features:

- Beautiful TUI: Uses the ratatui library to create an interactive terminal interface
- Real-time Weather Data: Fetches current weather conditions from the OpenWeatherMap API
- Multi-city Support: View weather for multiple cities and switch between them
- Comprehensive Weather Details: Displays:
 - Temperature (current, feels like, min/max)
 - Humidity and pressure
 - Wind speed and direction
 - Weather conditions with description
 - Visibility and cloudiness
 - Sunrise and sunset times

FILESYSTEM ASSEMBLY X86 AT&T

I developed this file system simulator for my Computer Architecture class, where I used assembly language to create a mock file system that includes file descriptions and operations to add, delete, retrieve, and defrag files. The project allowed me to gain hands-on experience with file system manipulation at a low level, while demonstrating the application of fundamental assembly concepts. I focused on simulating file operations through assembly instructions, further strengthening my understanding of computer architecture, memory management, and system-level programming.

INITIAL D WIKI HTML, CSS AND JAVASCRIPT

A fully responsive, mobile-friendly wiki website dedicated to Initial D, using only HTML and CSS.

The project involved designing and implementing a structured multi-page layout with sections covering the manga, its real-life inspirations, famous courses, and iconic vehicles. I focused on creating an optimized user experience through semantic HTML and custom CSS while ensuring cross-device compatibility and accessibility. Additionally, I added functionality with JavaScript, including a custom video player, dark mode toggle and a quote generator to enhance user interaction.

USERFS BASH

I developed UserFS, a Bash script that monitors logged-in users, displays active processes, and tracks the last login time for each user. The script leverages Linux command-line utilities to provide real-time insights into system usage and user activity. By automating user session tracking and process monitoring, I improved my skills in shell scripting, process management, and system administration. I also collaborated with a fellow student, which taught me how to use Git and GitHub correctly.