|  |  |
| --- | --- |
| **VOICA MIHAI CRISTIAN** | |
| Bucharest 060029 | +40 745 945 711 | mihaivoica11@gmail.com | |
| [GitHub-Mark - Copy](https://github.com/Mickai55)[61109](https://www.linkedin.com/in/mihai-cristian-voica-434bb1199/) [Voica Mihai](https://github.com/Mickai55) |  [Mihai Cristian Voica](https://www.linkedin.com/in/mihai-cristian-voica/) | |
| **Education** | |
|  | |
| “Nicolae Titulescu” National College | *2014 - 2018* |
| Graduated at the top of the Informatics class, with a Baccalaureate grade of 9.77. | |
| Faculty of Mathematics and Computer Science,  University of Bucharest, Bachelor Studies | *2018 – 2021 (expected)* |
| Graduate Coursework: Operating Systems, Algorithms, Computer Architecture, Object Oriented  Programming, Calculability&Complexity, Robotics, Web Programming, Graph Theory etc. | |
| **Projects** | |
|  | |
| [***Cryptography and pattern recognition***](https://github.com/Mickai55/Encrypting-Decrypting-Pattern-Recognition) | |
| The first part of the project encrypts/decrypts an image using a secret key. The second part is a pattern  recognition implementation, coded in C. It was my first big project and I’m pleased on how it looks.  It made me think on the final details that make possible the delivery of a project. | |
| [***Flappy Bit***](https://github.com/Mickai55/Introduction-to-Robotics/tree/master/Matrix%20Project) | |
| It’s a game inspired by “Flappy Bird” made with Arduino. The game is a side-scroller where the player controls a LED, attempting to go through columns of other LEDs without hitting them. The difficulty increases as time passes. The project is created using an 8x8 LED Matrix for the game itself, a joystick  for control and a 16x2 LCD for the menu. On this project I’ve learnt to think from the perspective of the  user and to put some Player Experience elements inside the game. | |
| [***Cars Stock***](https://github.com/Mickai55/OOP-Selling-Cars) | |
| C++, OOP program, in which you can add different types of cars in a stock, store information about  them, sell them and show the stock. The program uses Object Oriented Programming features: inheritance,  encapsulation, polymorphism, abstraction, operator overloading, templates. Overall, I solidified OOP  knowledge, with emphasis on modularization. | |
| [***LED POV Display***](https://github.com/Mickai55/Introduction-to-Robotics/tree/master/Final%20Project) | |
| Persistence of Vision, or POV, occurs when a visual image seems to persist continuosly when a stream of  light is repeatedly interrupted for very brief instances and does not enter our eyes during those durations.  Here, I improved my Arduino hardware skills and learned how to present a project in an event. | |
| **Skills** | |
|  | |
| *Languages*: Python, Java, C/C++, SQL, HTML, CSS, JavaScript, Arduino, C#, R. | |
| *Technologies*: Visual Studio Code, IntelliJ, SQL Developer, Unity, Code Blocks, Windows, Linux. | |
|  | |