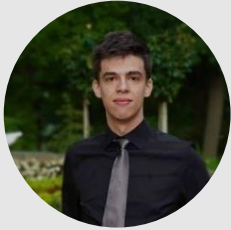


Andrei Petrea

Student



Contact

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- Andrei Petrea
- ReGeLePuMa

About me

A creative, diligent, and ambitious computer science student with a deep passion for AI and cybersecurity. Proficient in English and adaptable to any work setting, possessing outstanding teamwork skills and interpersonal abilities, with an extensive portfolio of projects, demonstrating proficiency in both high-level applications and low-level software. Always eager to push my boundaries and take on new challenges.

Interests

Computer Architecture
CyberSecurity
Machine Learning

Languages

English | C2

EDUCATION

- 2021 - 2025 | **Bachelor of Science in Computer Science**
· University Politehnica Bucharest
Undergraduate student currently progressing towards a BSc in Computer Science at the Faculty of Automatic Control and Computer Science
Relevant Coursework: *Operating Systems, Data Structures and Algorithms, Object Oriented Programming, Algorithm Design and Analysis, Programming Paradigms*

PROJECTS

- July 2023 | **Personal Website** (<https://razvantudose.ro/>)
REACTJS, EMAILJS, TAILWINDCSS
· Fully responsive personal website for a medical student featuring a **Hero** section and sleek **carousel**
· One-page design with a **navbar** for smooth transition to sections
· Able to **send emails** directly from website to personal inbox
- April 2023 | **Online Chess**
REACTJS, EXPRESSJS, SOCKETIO, HARPERDB
· Online room-based chess game featuring playing against both **AI bots** and other **players**
· Featuring **real-time chatting** and the ability to *pause* and *resume* games
· Created in a hackathon alongside two other colleagues
- January 2023 | **School Catalogue**
JAVA, SWINGGUI
· School catalogue written in Java implementing a suite of **design patterns** including *Singleton, Factory, Strategy, Builder, Observer, Visitor and Memento*
· Features a GUI utilizing the **Swing** library comprising of 4 pages, being able to be dynamically updated
- December 2022 | **HackITall: Experiential shopping**
PYTHON, THREEJS
· 3-man Hackathon project for an online retail shop
· Features a **fully-rendered 3D shop** with various custom-made articles of clothing
· An **artificial intelligence** algorithm scans for products which are more likely for the consumer to purchase after looking at certain items

CERTIFICATES

- Autumn 2022-2023 | **Web Programming 101**
CERTIFIED · hackademy
- Spring 2021-2022 | **Python Programming 101**
CERTIFIED · hackademy
- Autumn 2021-2022 | **CCNA: Introduction to Networks**
CERTIFIED · hackademy

COMPUTER SKILLS

Programming languages

- **MEDIUM KNOWLEDGE:** C, C++, JAVA, JAVASCRIPT, HTML, CSS
- **BASIC KNOWLEDGE:** C#, HASKELL, LISP, PYTHON, TYPESCRIPT

Technologies/Tools

- LINUX, GIT, REACTJS, DOCKER, TAILWINDCSS, NODEJS