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EDUCATION

University POLITEHNICA Bucharest

October 2021 - July 2025

Bachelor of Computer Science

- **Relevant Coursework:** Databases, **Data Structures and Algorithms**, Computer Networks, Artificial Intelligence, Programming Paradigms, **Algorithm Design and Analysis**, Parallel and Distributed Programming, **Operating Systems**, Computer Architecture, **Object Oriented Programming**

EXPERIENCE

Undergraduate Teaching Assistant

September 2023 - Present

University POLITEHNICA Bucharest

- **Teaching** students numbering **13-17** in laboratory: **Object Oriented Programming**, **Programming Paradigms**
- Participated in the **exam grading** and **assignment creation** for Object Oriented Programming course

PROJECTS

GuardVPN | *React.js, TailWind CSS, Python, Flask, MongoDB, WireGuard, Droplets*

December 2023

BEST Engineering Marathon '23

- Developed a **SSO** over WireGuard for securing client's connections from multiple devices by automating the WireGuard Tunnel configuration and deployment
- Designed and deployed a scalable **RESTful API** using **Flask**, making full use of our cloud-based solution
- Implemented a fully responsive website using **Tailwind CSS** and **React**, adhering to best practices

CyberSecurity Learning Platform | *Next.js, TailWind CSS, Express.js, PostgreSQL, Prisma ORM*

November 2023

Innovation Labs CyberHack

- Implemented an online platform for interactive **cyber security learning** through **gamifying** the learning experience with fun, hands-on activities
- Utilized **Next.js** in conjunction with **Tailwind CSS** and **Framer Motion** for an engaging and satisfying UI/UX
- Integrated **Auth.js** for easy and seamless user authentication through various providers like Google, X and GitHub, prioritizing user convenience and privacy

Online Chess Game | *React.js, Express.js, Socket.IO, HarperDB, Docker*

July 2023

HackITall: 4th Place

- Contributed alongside two colleagues to the development of an online room-based chess app offering the opportunity to play against **AI bots** of varying difficulty or against other **human players**
- Implemented a real-time chat feature using **WebSocket** and **Socket.io**, enhancing user engagement and interactivity
- Deployed the app in a **Docker** container for a **fast** and **streamlined** experience across devices

School Management Application | *Java, Swing GUI*

January 2023

- Developed a comprehensive application in **Java** with **Swing** for **managing student grades**, facilitating **marking**, **updating**, and **reviewing**, while also enabling the **seamless generation and distribution of report cards** to students' families
- Utilized a variety of **design patterns**, including **Singleton**, **Factory**, **Strategy**, **Builder**, **Observer**, **Visitor**, and **Memento**, in the architecture of the application

EXTRACURRICULAR ACTIVITIES

Web Programming 101

Hackademy

To-Do List

- Developed a minimalist to-do application using vanilla **HTML**, **CSS** and **JavaScript**, leveraging **sessionStorage** for data storage, emphasizing lightweight functionality and browser compatibility

Python Programming 101

Hackademy

Discord Bot

- Engineered a versatile Discord bot to **automate** server tasks, enabling music playback through the **YouTube API** or MP3 files, demonstrating proficiency in **asynchronous programming** and **API integration**

CCNA1 & CCNA2

Hackademy

TECHNICAL SKILLS

Languages:

- Intermediate Knowledge: **C**, **C++**, **Java**, **JavaScript**, **TypeScript**, **HTML**, **CSS**, **Python**, **Bash**
- Basic Knowledge: **C#**, **Haskell**, **Lisp**, **x86 Assembly**, **MATLAB**

Technologies: Makefile, **Linux**, **Git**, **React.js**, **Docker**, **Tailwind CSS**, **Flask**, **Node.js**, **Express.js**, **MongoDB**, **SQL**