MERCEANU MIHAI-ALEXANDRU

PROFILE

Motivated and detail-oriented entry-level programmer with a solid
foundation in multiple programming languages, including Python,
JavaS`cript, and C++. Gen Z quick learner with strong problem-solving abilities.
First year student, eager to apply technical skills to real-world projects while
continuing to grow and learn in the tech industry.

 Driving License category B

CONTACT

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HOBBIES

Coding Projects (e.g., websites, apps, or games)
Graphic design
Video editing
Gaming
3D Printing
Snowboarding

EDUCATION

2025-2026 - **Second year of Study at Faculty of Industrial Engineering and Robotics**, specialization in Quality Engineering and Management, at National University of Science and Technology Politehnica in Bucharest

2024 - **High School Diploma, Mathematics - Computer Science**, Intensive Computer Science specialization, at Eugen Lovinescu Theoretical High School in Bucharest

CERTIFICATIONS

October 2023 - **SQL/MySQL Database Fundamentals**, InfoAcademy (CISCO Networking Academy partner)
Proficiency:
- Understand relational database structure and MySQL storage engines
- Install and interact with MySQL using GUI-based clients and command-line
- Export/import data and use DDL/DML SQL statements
- Work with MySQL data types, expressions, and aggregate functions
- Optimize queries with indexes and perform joins
- Execute sub-queries, create views, and use prepared statements
- Write stored functions, procedures, triggers, and manage transactions

November 2022 - **HTML5/ CSS3**, InfoAcademy (CISCO Networking Academy partner)
Proficiency:
- Use semantic HTML tags
- Apply and specify CSS styles
- Manage colors, images, and transparency
- Design color schemes and layouts
- Utilize lists, links, menus, and tables
- Implement forms with CSS validation
- Enhance UX with placeholders and data lists
- Employ the box model, background styles, and borders
- Align, position, and animate elements with CSS transformations and transitions

December 2021 - **Linux/ Unix Administration Fundamentals**, InfoAcademy (CISCO Networking Academy partner)
Proficiency:
- Install and configure the Linux operating system.
- Use CLI commands for file management and permissions.
- Utilize regular expressions for data validation.
- Manage user accounts and system processes.
- Schedule tasks with cron and at.
- Configure environment variables with shell scripts.
- Write shell scripts.
- Manage software with package managers and from source.

- Configure and troubleshoot network interfaces.
- Install and configure:
- ISC DHCP server
- ISC BIND DNS server
- NGINX and Apache web server
- Email server (Postfix + Dovecot)
- Pureftpd FTP server
- Standalone Samba server
- Docker deployment and managment

November 2020 - **Python Fundamentals**, InfoAcademy (CISCO Networking Academy partner)
Proficiency:
- Work with variables, tuples, lists, sets, and dictionaries
- Install Python packages and use standard modules (os, sys, random, etc.)
- Use decisional operators, loops, and conditional statements
- Understand functions, OOP concepts, inheritance, and polymorphism
- Work with special methods, private/public attributes, and exceptions
- Read/write files, create modules, and use Pickle for storage
- Create charts, send emails via SMTP, and work with databases
- Handle telnet, FTP, NTP sessions, and use regular expressions
- Create executable files from Python scripts

Language proficiency
- Romanian – native
- English – advanced proficiency
- French – limited proficiency

SKILLS

Programming Languages (e.g., Python, JavaScript, C++, Flutter, Nim, C, C#, Bash)

Web Development (HTML, CSS, JavaScript, React)

Database Management (SQL, MySQL, SQLite, MongoDB, DBeaver)

Problem-Solving and Debugging

Version Control (Git, GitHub)

Algorithm Design

API Integration

App Development (e.g., mobile, desktop and embedded)

Cybersecurity Knowledge

Object-Oriented Programming (OOP)

Shell Scripting (Bash, PowerShell)

Software Testing (Unit Testing, Automated Testing) Cloud Computing (e.g., AWS)

Game Development (Unity, Unreal Engine, Godot)