Giurgiu Sebastian-Mircea

Personal information

Email: sebastiangiurgiu1998@gmail.com
Phone: 0749857169
github: https://github.com/SebastianGiurgiu

Education
Cluj-Napoca,Babes-Bolyai University,Faculty of Mathematics and Computer Science,2017-present
Android Fundamentals Course, Google Hub for Programmers – October 2019-January 2020

Work experience
Java Developer Intern – Axon Soft Cluj-Napoca, July-August 2019
Full Stack Software Developer(Java and Angular) - Axon Soft Cluj-Napoca October 2019 – present

Personal Projects

SpaceExplosion -Swift Game - A classic little game where I got used new concepts and learned some of the Swift programming language, and in addition I used one of the most popular libraries for creating games on the mobile devices (SpriteKit)

Booking app – Ionic and Firebase - Application used to view offers from different cities and the ability to read short descriptions about them. The application has the possibility to add new travel offers that other users can see in real time and the possibility to save favorite places

Nutrition app – Android app using Java - Application for nutritionists. They have a list of foods with specific macronutrients, having the possibility to choose and also adding other foods. The application allows the creation of a table for customers and sending it by email. Also the application contains a computer that determines the metabolic rate in depending on several factors

Workshop distribution – Java application that finds for each student the largest number of workshops in which he wants and can participate. Each workshop is held in a specific room and has a specific theme. Students with different preferences or even all want to reach as many as they are interested in.

.Net Games – Some Client-Server games for two or more players like war,planes or boats.I used .Net Remoting,.Net Windows Forms,Entity Framwork and Sql Server

Team Projects

Mattermost Survey – Team Project where our app sends a set of questions on the Mattermost platform to several users and also intercepts the answers or re-answers to the questions and store them.We used SpringBoot,Restful Web Services,Hibernate,Spring Data Jpa,MapStruct, Liquibase,QueryDsl,Postman,Git,Mockito and others..(8 members team, pair programming)

InterMap - The platform created to facilitate the finding of intenships for students from the computer science faculties. In this platform the students can make complete CV and have access to all the inernships added by companies and can apply very easily. Also companies can add new internships and to see what students have applied to them, being able to contact them through the application.We used SpringBoot and Angular.(10 members team)

Skills
Java,Git,Angular – industry experience

C#, C/C++ ,Python,Swift,Android - school or personal projects

data structure and algorithms – from programming contests experience and school

Awards

University Babeș Bolyai Cluj-Napoca Faculty of Mathematics and Computer Science 2017, Admission average-9.63
Baccalaureate 2017 – Computer Science (Language C/C++) – Grade-9.90
Baccalaureate 2017- General average-9,56