SFÎRLEA
ANDREI BOGDAN

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Education

2022-

Babes-Bolyai University, Faculty of Economic Sciences and Business Management

Bachelor: Economics and Computer Science

2018-2022

Technical College of Communications "Augustin Maior"

Telecommunications technician

Languages

English	Advanced
Romanian	Native

About Me:

I'm an ex proffesional basketball player who developed a passion about programming. Everything start in highschool where to class mate show me simple things in "Codeblox". Then something inside made me feel like this is my dream job! So i started with C++ basics and right now many doors opened for me. I consider myself a teamworker , a guy with ambition , open to learn new tips and skills , ready to help anyone who needs me , involved in projects , seriousness and devotion. Every event that i experienced and cooperation with other people brought me new things in my communication skills , seriosity, advice , the power of persuasion and the most important thing it made me the man that i am in present.

Hobby:

At the moment I am a volunteer at the Organization of Economics Students in Cluj-Napoca, which helped me develop my personality, communication skills with others, how to become a good leader and so on. In this organization I attended several trainings for leadership and teamwork to improve and learn everything I missed during those years of study. We organized two big projects in our organization such as CNSER means the National Congress of Economics Students from Romania and BSS Business Smart School. I would also like to mention my delegation to the Romanian Student Congress, where I represented Hermes IT, which is also an organization of Babeș Bolyai University.

After volunteering was basketball, where I had a career for 10 years and right now a new hobby that I discovered recently is making video games and web pages and studying things like that.

Achievements:

Game developement:
2023

My first video game in java was Snake, a game I made in about two weeks with hard work, dedication and so much passion I can tell. In the early days I told myself how complex a video game like Snake can be until i saw how complex and what is the amount of information that OOP has. Then i started studying and watching some videos for OOP and what should i do or not before i started to do any step on this part of programming. After many bugs and issues fixed by myself and hours coding and searching for good ideas finally i did it i finished my first java game. That thing motivate me on this java development part. I remember the collison bug where i spend four hours of debugging to see what was the issue. The most funny part was that i found the solution when i was resting. So this was my first experiente with java developmnet.
After Snake, i recently finished a GuessTheWord game witch was quiet easy to handle it after the past projects. The hardest apart form the project was display the blank lines on screen, but after a few researches i've get the necesarly clue to solve the issues.
SystemBanking(made in Java), and Market cart(made in C) are the latest application.

OOP:

Coming up next is my first project realised in C++ in HighSchool witch was a infrared remote control made in arduino who can control every led form the breadboard or make the led turn on and off by colours just pressing three diferent button. After i finished my studying time in this program i decided to take it to the next level. So the infrared remote control it took me to finish officially 4 months of taking informations and hard work as well. The worst thing from this mavelous project was when i need to extract every data sheet from every single remote button but even so i did it very well i can say. Even the code was not that easy that I thought because when you work with arduino you have to make the connections between pins and computers code. But that wasn't the hardest part as making the loop of leds turn on and off when you press what button you want. But in the end I solved it and that was the best part of the project. The hardware part was a little bit more easier than software part , you just only need to know how to place the jumping wire and the resistors. Right now my project is still in that HighSchool and it's exposed in my teacher's lab.

Personal Courses:

Coming up next is the course that i have made it in C this year for the biginners to learn and see how to code in the most primitive programming language. With many people that came to me and ask me to help them with C, I decided to make a step on this type of coding and improve my basic skills with this and help many people as well. It wasn't that hard then I expected because after I developed autodidact skills I knew what I have to implement in every powerpoint and extract the exact information from each chapter. After i finished the course, i was glad that many people gived me a good feedback about my course and they assume that it was helpful for them. They even took the exams.

I have participated to Oeconomicus Napocensis where i have got a good score who assured me a spot in this college where i'm studying now.

Future Achivements:

Currently i was thinking to take the projects to the next level so i started to develop a new game named "The Story Of TG" that i will launch it as soon as possible. For more information about the game you can contact me in private.

The next one is a course that i started this spring it's based on java advanced level and i want to finish it as soon as possible to get the accreditation from Udemy and have more time to spend on different java tips.

In addition i would like to get my accreditation in training so i can help other people who's thinking to start their career in programming.

I'm also open to new projects and collaboration in any type of programming language. I like to learn something new that will help me and the company in future.

Courses:

Java Programming: Complete Beginner to Advanced - Udemy 2023 August- 2023 October

Complete NodeJS Developer (GraphQL, MongoDB, + more) 2024 March -

Programming Languages:

- Java - advanced
- C++ - advanced
- C - advanced
- PHP - intermediate
- HTML - intermediate
- CSS - intermediate
- Python - beginner
- JavaScript - intermediate

Frameworks:

- Maven
- NodeJs
- Laravel