SILVIU-CRISTIAN **DINCĂ**

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**PROFESSIONAL EXPERIENCE**

**2020, 1 JULY – 2020, 1 OCTOMBER**

**QUALITY VERIFICATION TESTER, SMARTREE ELECTRONIC-ARTS**

I identified bugs in an AAA video game, wrote reports and communicated with the development team, as well as many other processes specific to the game tester job.

**PERSONAL PROJECTS**

**VISUAL LEE’S ALGORITHM**

**HTTPS://GITHUB.COM/SILVIUCRISTIAN45/LEE-S-ALGORITHM-VISUAL**

This application represents the visualization of Lee's algorithm. I used the reading from the file to get the type of maze, the start position and the end position. I used pygame to generate a GUI to help the user visualize how the algorithm works.

**SNAKE GAME**

**HTTPS://GITHUB.COM/SILVIUCRISTIAN45/SNAKEGAME**

This game is a more special snake. Contains 5 game modes. The most technically complex game mode is “winter mode”. For each game mode there is a ranking displayed in the level selection menu. Also, depending on the score obtained, the user receives a certain grade displayed on the left of the game. I used JavaScript for main game mechanic and PHP with MYSQL for ranking system.

**EDUCATION**

**2019-PRESENT**

**COMPUTER SCIENCE- UNIVERSITY of “DECEMBER 1, 1918 ”, FACULTY OF EXACT SCIENCES AND ENGINEERING**

**2015-2019**

**MATHEMATICS AND COMPUTER SCIENCE - MIHAI VITEAZUL TURDA NATIONAL COLLEGE**

BACCALAUREATE (9,33)

**ABILITIES**

|  |  |  |
| --- | --- | --- |
|  | Data structures and algorithms | Attention to details |
|  | Great focus capacity | Perseverance |
|  |  | Dedication |