

# SIMIONIUC IONUȚ-MIHAI

Computer Science Student

## CONTACT

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🔗 [github](#)

## ABOUT ME

- Passionate about programming
- Adaptability
- Quick assimilation
- Innately curious
- TeamWork
- Eager in learning

## SKILLS

- Java
- Spring Boot
- Python
- Web Technologies
- C/C++
- Systems Embedded
- Graphs
- Algorithms
- Principles Of Programming

## EDUCATION

### FACULTY OF COMPUTER SCIENCE IAȘI (second year)

University

Important Courses:

- Data Structures
- Neural Networks
- Machine Learning
- Artificial Intelligence
- Embedded Systems
- Object-Oriented Programming
- Operating Systems (Linux)
- Computer Networks
- Databases
- Techniques for Multiprocessor Programming
- Graph Algorithms

2022-Present(Curent in final year)

## SOME PROJECTS



### Quizz Application(Server - Client)

The server will allow the connection of n clients in a quiz session. After it starts, they will receive questions from a database and answer each question within a time limit of n seconds set by the server. The clients will be synchronized with each other, and at the end of the quiz, each client will be shown a window displaying the leaderboard with the ranking of each participant, their score, and the time taken to answer.

course: Computer Networks

Some of the things learned:

- Multithreading
- SQLite
- TCP , Threads , Sockets , Mutex , Signals

[See more details here](#)



### RomanianDrugs WebSite

RomanianDrugs is a web application that provides interactive statistics on crime, drug use, and related data in Romania. Users can explore data through dynamic graphs, advanced filters, and regional visualizations on a map. Administrators can easily update statistics without technical knowledge of the system.

course: Web Technologies

Some of the things learned:

- REST API
- Data Visualization
- Frontend Development
- Backend Development
- Database Management
- Authentication and Authorization
- Data Filtering and Aggregation
- Version Control

[See more details here](#)

## TEHNIC COLLEGE RĂDĂUȚI

High-School  
Specialized in  
mathematics and  
intensive computer  
science  
2018-2022

### Languages

- Romanian: Native
- English: Intermediar
- French: Basic
- Italian: Basic

### Portofolio

Here you can access my personal website, which includes two main sections: 'About' and 'Projects'. In these sections, you will find detailed information about me and my work.

[See Here my website](#)

### Certification

- MongoDB

[See Here Certification](#)



## Redis In-Memory Database

I have build an my own version of Redis in memory database. The implementation handles basic Redis commands like PING, SET, and GET, and includes features such as reading RDB files, decoding binary data, and more.

Techonologies: Python

Some of the things learned:

- *Design Patterns*: Command, Observer, Singleton
- *RESP Protocol*: Redis Serialization Protocol for client-server communication
- *Event Loop*: Understanding asynchronous processing and non-blocking I/O
- *Binary File Processing*: Decoding and encoding remote binary files

[See more details here](#)



## BattleShip-Game

The Battle Ship project is a multiplayer game server developed in Java using the Spring Boot framework. It incorporates a range of technologies and concepts including multithreading, networking, PostgreSQL database integration, and a graphical user interface created with Java Swing.

Technologies: Java ,Spring Boot,Java Swing , Postgresql

Some of the things learned:

- *Multithreading*: Handling multiple connections simultaneously.
- *Networking*: Client-server communication using sockets.
- *Database Integration*: PostgreSQL.
- *Java Swing*: Creating interactive UIs.
- *Exception Handling*: Custom error management.
- *Timer Management*: Player move timers.
- *JSON Processing*: Serialization and deserialization.
- *Unit Testing*: Ensuring functionality with JUnit and Mockito.

[See more details here](#)