

Valentin Stamate

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Education

ALEXANDRU IOAN CUZA UNIVERSITY

MASTER IN COMPUTER SCIENCE

Sept 2022 - Present Romania, Iași
First year

ALEXANDRU IOAN CUZA UNIVERSITY

BACHELOR IN COMPUTER SCIENCE

Oct 2019 - Jun 2022 Romania, Iași
Thesis: 9.75 / 10

NICOLAE IORGA HIGH SCHOOL

MATH & COMPUTER SCIENCE

Sep 2015 - May 2019 Romania, Brăila

Links

GitHub [valentin-stamate](#)
LinkedIn [valentin-stamate](#)

Volunteering

ASII - IT DEPARTMENT

Oct 2022 - Present Romania, Iași
Helped on building components on the FIIPractic website using Next.Js and providing guidance regarding git.

DOCTORAL SCHOOL

Feb 2021 - Apr 2022 Romania, Iași
Helped on building the faculty doctoral page using WordPress.

Skills

EXPERIENCED IN

Software Development •
Team Coordination • Design Patterns •
Data Structures • Algorithms •
Neural Networks • Genetic Algorithms •
Object Oriented Programming

PROGRAMMING LANGUAGES

Java • Typescript • Python • C/C++ • SQL •
HTML • CSS

PROGRAMMING TECHNOLOGIES

Spring Boot • Angular • NodeJs • Express •
React • Processing

TECHNOLOGIES

AWS • Git • Github Actions • Docker

Soft Skills

Self Learner • Critical Thinking • Teamwork

Experience

FACULTY OF COMPUTER SCIENCE

TEACHING ASSISTANT

Feb 2023 - Present Romania, Iași
• Laboratories: Advanced Programming, 2nd year
• Focused on learning Java as well as GUI, concurrency, JDBC, JPA, Spring, reflection and internalization.

BANDWIDTH

SOFTWARE DEVELOPER

Jan 2023 - Present Romania, Iași
• Help with the unification process by adding new features and improving the existing apps on both frontend and backend.

AMAZON

SOFTWARE ENGINEER INTERN

Jul 2022 - Nov 2022 Romania, Iași
• My role was to develop an API that ingest the licensed images from a stock image provider in order for the customers to find assets easier. The project used many AWS services such as S3, Lambda, Elastic Search, API Gateway and more.

CONTINENTAL

SOFTWARE DEVELOPER INTERN

Jul 2021 - Sep 2021, Oct 2021 - Apr 2022
• Using a STM32 microcontroller we developed the detection of the automatic brake. My role was creating the software behind it as well as the live plotting for visualizing the combined accelerometer vectors.

Recent Projects

APLICATIA DE MANAGEMENT A ACTIVITATII DOCTORALE - THESIS PROJECT

ANGULAR | EXPRESS | TYPESCRIPT | POSTGRES | DOCKER

Oct 2021 - Jun 2022

It helps by automating and centralizing the flow of data between professors, students and secretariat. It can export data inserted by students with one click, send emails to a big amount of users, generating daily activity paper(FAZ) for all coordinators and have an easy way of managing the application users.

CONQUERING THE SNAKE

PROCESSING | JAVA | TENSORFLOW | DEEP Q LEARNING

Mar 2021 - Dec 2021

Snake game with multiple game types. The current modes are: single player, two players, hamilton mode, genetic ai, [neural ai](#). The genetic ai is made using a genetic algorithm and a neural network library implemented from scratch.

CONQUERING THE SORTING ALGORITHMS

PROCESSING | JAVA

Apr 2019 - Jun 2021

Real time sorting for the most popular sorting algorithms.