



Stefan-Valentin Bălănică

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ABOUT ME

I'm an Applied Computer Science student passionate about technology and how it works. Most of all I like to understand how technology and people can understand and develop each other, that's why I'm attracted to UI, UX, AI and Cyber Security.

EDUCATION AND TRAINING

[2023 – Current] **Faculty of Mathematics and Computer Science- Applied Informatics**
Unitbv

City: Brasov | **Country**: Romania |

[2019 – 2023] **National College of Informatics "Grigore Moisil" Brasov**
High school

City: Brasov | **Country**: Romania |

[2024] **Hackathon**
Innovation Labs <https://www.innovationlabs.ro>

City: Bucuresti | **Country**: Romania |

[08/2022] **Olympiad**
InfoEducatie <https://infoeducatie.ro>

City: Focsani | **Country**: Romania |

PROJECTS

[10/2023 – 01/2025] **Ether**

Ether is a 2-player strategy game inspired by X's and O's and Connect 4, but with extended rules. Players place numbered cards on a board, and higher numbers can cover smaller ones. The rules include strategic elements such as illusion, explosion, wizards, and magic powers, offering a variety of game modes (practice, duels, tournament, and speed). The game ends by making a winning line, completing the board, or exhausting the cards. I worked on the program logic, basic functions, and display. I also coordinated a team of 4 to realize this project to the faculty.

Link: <https://github.com/CostinBangala28/ProjectModernCPP>

[2025] **Online Library**

The online library is a project realized within the faculty where you can see the 5 most recent books added to the library, search, delete or add books. Through this project I learned to use Java, Spring-Boot framework, Javascript, Html and css.

Link: <https://github.com/StefanBalanica/Proiect-MIP>

[2024 – Current] **Uni-e**

Uni-e is a project dedicated to future students, which aims to help them find the right university for them. The project aims to put each user's desires and skills first and for this reason we talked to as many students as possible about the things they wish they knew about university. I was involved in the design of the website, where I used HTML and Css, as well as structuring and planning the project.

Link: <https://github.com/StefanBalanica/Uni-e>

[11/2023 – 01/2024] **X&0- Genetic Algorithm**

X&0-genetic algorithm is a university project developed by a team of 4 students that I coordinated. Together we developed a game of X&0 that the human user plays against the computer, learning how to play better and have higher win rates from the games played. The program is made using the genetic algorithm technique and is written in the C++ language. I worked on most of the functions and took care of the team organization.

Link: <https://github.com/StefanBalanica/X-0>

LANGUAGE SKILLS

Other language(s):

English

LISTENING B1 READING B1 WRITING B1

SPOKEN PRODUCTION B1 SPOKEN INTERACTION B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

My Digital Skills

C++ | C# | HTML | Css | Java | Javascript

HOBBIES AND INTERESTS

Football

Playing piano

Fishing

Reading