europass

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, Frontend, Angular, Typescript and many more.

EDUCATION AND TRAINING

2023 – CURRENT Brasov, Romania
FACULTY OF MATHEMATICS AND COMPUTER SCIENCE- APPLIED INFORMATICS Unitbv

2019 – 2023 Brasov, Romania
NATIONAL COLLEGE OF INFORMATICS "GRIGORE MOISIL" BRASOV High school

2024 Bucuresti, Romania
HACKATHON Innovation Labs

Website https://www.innovationlabs.ro

08/2022 Focsani, Romania
OLYMPIAD InfoEducatie

Website https://infoeducatie.ro

LANGUAGE SKILLS

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B1	B1	B1	B1	B1

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

SKILLS

C++ | C# | HTML | Css | Java | Javascript | Angular | TypeScript | Javascript, Html, Scss

PROJECTS

06/2025 – 06/2025
Travel Tales

Travel Tales is a modern Angular 19 web application designed as a personal travel journal. It features an intuitive interface with dual view modes (cards and table) for documenting and visualizing travel experiences. The app supports full CRUD operations, image uploads, custom tagging, trip status tracking (visited/upcoming), and geographic visualization. Built with TypeScript, RxJS, and ng-zorro-antd, it includes lazy loading, route guards, and responsive SCSS styling. The minimalist blue-themed design offers smooth animations, hover effects, adaptive layouts, and enhanced accessibility with semantic HTML and proper contrast.

Link https://github.com/prvu7/MyTrips-with-Angular

04/2025 – CURRENT
Enjoy Café -site

Developed a responsive Angular web application for "Enjoy Café" using a modular architecture with standalone components and service-based state management. Implemented dynamic product carousels, a shopping cart system, and smooth scrolling navigation. Designed a scroll-sensitive top menu bar and temporary pop-up notifications. Utilized SCSS for advanced styling, animations, and a cohesive design aligned with the café's branding.

Link https://github.com/StefanBalanica/EnjoyCafe-site

2025 – 2025
Calulator

I developed a computer desktop application using WPF technology (.NET Framework 4.7.2), implementing a modern interface and advanced functionalities such as customized animations (with AnimationHelper), memory management (MemoryManager) and dynamic number conversions (NumberFormatConverter). I used MVVM principles to separate the interface logic, with bindings and property notifications (INotifyPropertyChanged). The application supports keyboard and mouse interactions, providing an intuitive and powerful experience.

Link https://github.com/StefanBalanica/Calculator

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 relaize 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

HOBBIES AND INTERESTS

Football

Playing piano

Fishing

Reading