



CURRICULUM VITAE

DELEGEANU ALEXANDRU

PROFILE

I am passionate about *programming* especially the necessary logical thinking and creativity.
In the future I want a career in *software/game development*.

DETAILS

Câmpulung Mușcel, Argeș
Romania

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Date of birth: 09/10/2000
Github: <https://github.com/TheAncientOwl>

HOBBIES

< Programming >
< Gaming >

SKILLS

<C++> *skillful* </C++>
<C#> *beginner* </C#>
<Java> *beginner* </Java>

EDUCATION

Cybernetics Statistics and Economic Informatics

OCTOBER 2019 - PRESENT

EXPERIENCE

In high school I participated in algorithmic contests where I used the **C++** language

Besides programming, I like games.
During high school I combined them by developing **Java** **plugins** for *Minecraft multiplayer servers*.

For a few months now I have combined again my two passions and started studying *game development* with **C# & Unity Game Engine**.

Personal Projects

<C++ SQL like flat file data base>

It consists in creating an API to facilitate the data storage of an application in binary files.

<https://github.com/TheAncientOwl/MangoDataBase>

<C# & Unity 2D Platformer Game>

The aim of the project was to discover the Unity Game Engine features.

<https://github.com/TheAncientOwl/PixelAdventureV2>