



Biluta Titus

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Gender: Male **Date of birth**: 07/02/1999 **Nationality**: Romanian

ABOUT ME

Currently, I am a master's degree student at Technical University of Cluj-Napoca specializing in advanced manufacturing process control engineering, Faculty of Automation.

Alongside my academic pursuits, I devote my free time to sports, engaging in both fitness and basketball.

I believe that perseverance and a passion for technology guide me in my academic and personal journey. Also, I have a passion for design and simulation, which emerged when I realized that it is a way to create something both aesthetically and functionally at the same time.

WORK EXPERIENCE

[2017 – 2018]

Service IT

Virtual Reality Cluj

City: Cluj-Napoca

Country: Romania

- PC assembly
- maintenance of computers

[2020 – 2021]

Internship at college - Security Systems Engineer

Saico General Cables

City: Cluj-Napoca

Country: Romania

[2021 – 2022]

CFR Anti-Doping Assistant - UEFA Conference League

National Anti-Doping Agency (ANAD)

City: Cluj-Napoca

Country: Romania

EDUCATION AND TRAINING

[2022 – Current]

Master's student in Computer Science and Automation (ICAF).

Technical University Of Cluj-Napoca <https://ac.utcluj.ro/acasa.html>

City: Cluj-Napoca

Country: Romania



[2018 – 2022]

Engineer (Electrical Engineering)

Technical University Of Cluj-Napoca <https://ie.utcluj.ro/acasa.html>

City: Cluj-Napoca

Country: Romania

[2014 – 2018]

High school student

"Onisifor Ghibu" Theoretical High School <https://www.liceul-onisifor-ghibu.ro/>

City: Cluj-Napoca

Country: Romania

LANGUAGE SKILLS

Mother tongue(s): romana

Other language(s): English

DIGITAL SKILLS

Web design

CSS Grid | Basic Docker knowledge | jQuery library | CSS Flexbox | HTML, CSS, Javascript

PC Office

Microsoft Excel | Microsoft PowerPoint | Microsoft Office | Social Media | Microsoft Word

Electric

Ansys Q2D/Maxwell/HFSS | MATLAB-Simulink | OrCAD-PSpice

Dev

IDE - IntelliJ, Visual Studio, Visual Studio Code | Git, GitHub, GitLab

Other

SolidWorks | mathematical programming language: Matlab, MathCad

PROJECTS

LED Resonance - Arcade Game (Bachelor's Thesis)

Throughout the course of a game, in order to have greater power to destroy an enemy, more intense vibrations are needed. Vibrations are obtained through high resonances.

When a physical system is subjected to a successive external action, with a frequency close to its own, a vibration state called resonance is formed.

To highlight this resonance, a circuit consisting of an LED strip and an accelerometer/gyroscope is chosen. The resonance is visible only when the module with accelerometer and gyroscope is activated by a sudden left-right movement.

The game reproduced by me, one-dimensional, consists of a breadboard, a Wi-Fi module (ESP32), another module consisting of the gyroscope and accelerometer (MPU6050), wires, a buzzer connected to an audio amplifier (PAM8043), a 470 Ohm resistor, a power supply module, and a LED strip with 144 diodes (NEOPIXEL).

The gyroscope and accelerometer have the role of helping the LED strip to know how the MPU6050 component is oriented and to understand its position in order to display the green LED. The precision of these functions in the module is very high.

Link: <https://flic.kr/p/2pz3iZa>



Frontend - Glas

The project was created using HTML, CSS, and JavaScript and represents the web application for the clothing brand that I plan to launch in the future.

Link: <https://titusbilutaviorel.github.io/Glas/>

SolidWorks - Lighter

An assembly (lighter) made up of eight components fully defined.

Link: <https://flic.kr/p/2pz3nAP>

SolidWorks - Bike

An assembly (bicycle) made up of nine components fully defined.

Link: <https://flic.kr/p/2pu4YrG>