Buha Tudor - Mihai

Date of birth: 12/01/2005 | **Nationality:** Romanian | **Gender:** Male | **Phone number:**

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ABOUT ME

Pursuing a Bachelor's in Computer Science, I bring a blend of effective communication and tenacity. My proficiency lies in clearly presenting complex concepts and thriving in team environments. Organized and analytical, I am committed to continuous learning and aspire to make significant strides in software development.

EDUCATION AND TRAINING

01/10/2023 – CURRENT Cluj-Napoca
BACHELOR IN COMPUTER SCIENCE Babeș-Bolyai University

Field of study Computer Science

15/09/2019 – 31/07/2023
SECONDARY EDUCATION CERTIFICATE "Emanui Gojdu" National College, Oradea(Romania)

Field of study Mathematics and Computer Science

IC3 – GLOBAL STANDARD 5 Certiport

LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
FRENCH	B2	B2	B2	B2	B2

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

DIGITAL SKILLS

C | C++ | C# | Python | Assembly x86 | JavaScript | Git | HTML | CSS

PROJECTS

01/12/2023 – 31/12/2023
BattleShip Game (Human vs AI)

In this crafted Python imitation of the classical Battleship game, I've embraced object-oriented programming and structured design to enliven the gameplay. The employment of classes and data structures has created a strategic,

dynamic encounter. It's engineered to challenge a player with a computerized smart AI opponent, adding depth and excitement to the well-loved game.

Building upon the classical game, my Python creation offers an interactive interface where strategy and logic come to the forefront. The complex AI opponent is designed to simulate a real adversary, making each game a unique tactical battle.

Link https://github.com/TudorBuha/Python-Projects/tree/main/PythonGames/BattleShipGame/a10-TudorBuha

01/10/2023 – 31/12/2023
Python mini-games

Within my portfolio of Python projects, I have developed a series of games that demonstrate a robust grasp of programming concepts and the ability to create engaging, interactive experiences. These projects, ranging from strategy and puzzle games like Order and Chaos and Hangman to dynamic, reflex-based games such as Snake and QuizMaster, showcase my versatility in applying object-oriented programming to build console based mini-games. My proficiency in developing complex algorithms is evident in the AI opponents designed for some games, providing a challenging and enjoyable experience for users.

Link https://github.com/TudorBuha/Python-Projects/tree/main/PythonGames

01/10/2023 – 31/12/2023
Python Apps

I have developed a suite of Python applications, each tailored to streamline and manage different business processes. These applications cover a variety of sectors, including transportation with Taxi Company Management, hospitality with Hotel Reservations, event management with Music Festivals Management, and retail with a Coffee Shop Management App. Each application embodies clean code, a user-friendly interface, and robust backend logic, demonstrating my skill in creating software that enhances operational efficiency and user engagement across diverse industry landscapes.

Link https://github.com/TudorBuha/Python-Projects/tree/main/PythonApps