Buha Tudor - Mihai

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

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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

ADDITIONAL INFORMATION

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

10/08/2023 – 20/08/2023
JavaScript Slots Simulator In my project portfolio, I've also developed a JavaScript-based Slot Machine simulator. This console-based application provides a virtual slot machine experience, executed entirely through the command line for ease of use and simplicity. It exemplifies my ability to create engaging interactive simulations using JavaScript, reinforcing fundamental programming skills such as random number generation, control flow, and console I/O operations.

Link https://github.com/TudorBuha/JavaScript-Projects