

MURARIU TUDOR CRISTIAN

Software Engineer

Târgu Neamț/Cluj Napoca ,România
+40 748254141

Mail: tudor.cristian.murariu.w@gmail.com
Github: <https://github.com/TudorMurariu>

WORK EXPERIENCE

- Software Engineer Intern at National Instruments** December 2022 - Present
While working on the System Link team, I gained valuable experience working on a large-scale project within a major corporation. During my time there, I deepened my understanding of Git, improved my ability to write effective tests, and developed my skills in debugging. I also expanded my knowledge of Docker and gained proficiency in several programming languages and frameworks, including Elixir, Angular, and C# .NET.
- Volunteer at HolidayFun** October 2022 - December 2022
As part of the project, I leveraged my skills in C# Windows Forms and iTextsharp API to design and implement an automated system for generating PDFs for offer packages. Through this experience, I was able to expand my knowledge and proficiency in .NET, C#, and Windows Forms, while delivering a practical solution that streamlined the company's operations.
- Java Internship at Capgemini Engineering** August 2022 - October 2022
Collaborating with a team of three interns, I contributed to the development of the backend for a social media app using Spring Boot. Through this experience, I gained valuable insights into working collaboratively, and developed my skills in Java Spring, database management, writing effective unit tests, and utilizing Rest APIs.

EDUCATION

- "Babes-Bolyai" University Cluj-Napoca, România** October 2021-present
Faculty of Mathematics and Computer Science
Pursuing Bachelor in Computer Science
Expected graduation: July 2024
- "Ștefan Cel Mare" National College, Neamț, România** September 2017 - July 2021
High School Education specializing in Mathematics and Informatics

AWARDS

- 11th place on UBB Mate-Info's 2021 programming admission
- 30th place on UBB Mate-Info's 2021 programming contest
- 3th place in County Mathematics Olympics 2018 and 2019 <https://github.com/TudorMurariu/CV-stuff>
- Participation in the 2021 Hermes Hackathon with a react native project : [\[github link\]](#)

SKILLS

- TEHNICAL** C/C++ and Java (extensive coding contest experience and strong bases from projects development), Python , JavaScript, C#, Elixir and Assembly + Contest experience with algorithms and data structures
- SOFT SKILLS** Team spirit, problem solving, efficient communication, organizing skills, attention to details, constantly striving for improvement
- LINGUISTIC** Romanian (native)
English (fluent)

PERSONAL PROJECTS

- Tourism Agency App** in C++ for semester project for OOP course. My main purpose at the time was practicing the OOP concepts. I have acquired strong knowledge about memory management:Rule of three(C++),Rule of five(C++),RAII,memory leaks,dangling pointers,smart pointers.I implement a small part from class 'vector' from STL C++ using concepts like iterators,template etc.Beside of OOP concepts and design patterns(Observer,Model-ViewController) , I have learned about signals,slots for graphical user interface using QT. [\[github link\]](#)
- Basketball competition management App.** As part of a C# project, I was tasked with managing the Jr. NBA League Romania. Throughout the project, I gained a deep understanding of C# syntax and techniques, including working with files, honed my object-oriented programming (OOP) concepts, and gained proficiency in using LINQ queries and lambdas. Overall, the experience was an excellent opportunity for me to strengthen my skills in C#. [\[github link\]](#)
- Social Network.** As part of a full-semester faculty project, I had the opportunity to deepen my knowledge of Java while expanding my skillset. Throughout the project, I gained experience in domain-driven design, lambdas, JavaFX UI development, database connectivity, file handling in Java, and the observer pattern. The experience was an excellent opportunity to build on my existing Java expertise while exploring new areas of the language. [\[github link\]](#)
- FlappyBird in Unity Engine (C#)** [\[github link\]](#)

ACTIVITIES AND HOBBIES

- I used the 'PRAMP' platform to improve my skills for the next technical interviews and also to help other people and give them the best tips in solving problems.
- I enjoy building games that my friends can play, such as : [Xand0](#), [HangMan](#), [PolishCow](#), [Dice-Game](#), [Slot-Machine](#)