

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

• 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.

• 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.

• Software Engineer Intern at National Instruments

December 2022 - Present

As part of the System Link team, I contributed to a large-scale company project, gaining valuable experience in navigating complex team dynamics. Along the way, I deepened my expertise in Git version control, honed my ability to write effective tests and troubleshoot bugs, and expanded my technical skillset to include Elixir, Angular, and C# .NET

EDUCATION

• "Babes-Bolyai" University Cluj-Napoca, România

Faculty of Mathematics and Computer Science
Pursuing Bachelor in Computer Science

October 2021-present

Expected graduation: July 2024

• "Ștefan Cel Mare" National College, Neamț, România

High School Education specializing in Mathematics and Informatics

September 2017

- July 2021

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++ (extensive coding contest experience and strong bases from projects development), Java, Python , JavaScript, C#, Elixir 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. [\[github link\]](#)
- 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](#)