MURARIU TUDOR CRISTIAN

Software Engineer

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Github: https://github.com/TudorMurariu

WORK EXPERIENCE

Java Internship at Cappemini Engineering

August 2022 - October 2022

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

"Ştefan Cel Mare" National College, Neamţ, 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#

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-View-Controller), I have learned about signals,slots for graphical user interface using QT. [github link]
- To-do-list. This project helped me learn the react basics such as react native components and hooks. [github link]
- FlappyBird in Unity Engine (C#) [github link]
- A Python Discord Bot that sends emails [github link]

ACTIVITIES AND HOBBIES

- I used the 'PRAMP' platform to improve my skills for the next technical interviews, but also to help other people and give them the best tips in solving problems
- I like to make games for my friends to play, such as: XandO, HangMan, PolishCow, Dice-Game, Slot-Machine