Cristian Ursan

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ABOUT ME

My name is Ursan Cristian, I am a graduate in geodetic engineering, and currently, I am a student at the Software Development Academy in the Python Software Developer course. I am a persistent person, attentive to details, with a strong desire to learn and develop both personally and professionally.
In the Python Software Developer course , I sought to improve my programming skills and explore the fascinating field of software development. I enjoy tackling complex projects and finding creative solutions to technical problems. I believe that every challenge presents an opportunity for growth, and I am eager to contribute to the success of the team or project I engage with. With a proactive and dedicated approach, I intend to bring my enthusiasm for learning and innovation to every aspect of my work.

EDUCATION AND TRAINING

Software Developer
Software Development Academy [27/08/2023 – Current]

City: Remote
Country: Romania
Website: https://sdacademy.ro/

Master's Degree in Monitoring and Cadastre Systems
The Faculty of Forestry and Land Survey, USAMV Cluj [15/07/2023 – Current]

City: Cluj-Napoca
Country: Romania

Bachelor's degree in Geodetic Engineering
The Faculty of Forestry and Land Survey, USAMV Cluj [29/09/2019 – 06/07/2023]

City: Cluj-Napoca
Country: Romania

Tourism Technician Certificate
Economic College Iulian Pop [09/09/2016 – 01/07/2019]

City: Cluj-Napoca
Country: Romania

Baccalaureate Degree
Economic College Iulian Pop [09/09/2016 – 01/07/2019]

City: Cluj-Napoca
Country: Romania

DIGITAL SKILLS

Python / Javascript / NodeJS / Express.js / EJS / Bootstrap / HTML / CSS / Git, GitHub / PyTest/ PyCharm Framework / VS Code / PyCharm / OOP (Python) / MySQL Basics / GIS software: ArcGIS, QGIS / Autodesk AutoCAD (2006/2017) / Microsoft Office package: Microsoft Word, Excel, PowerPoint, Access / Video

Conferencing (Zoom, Teams, Skype, Webex) - Advanced / Google Services (Google maps, Google photo, Google drive) / Social Media

PROJECTS

Personal Website

This project represents my personal website, where everyone can learn more about me, see my projects and get contact info.

The website was created using HTML, CSS and JavaScript. It is responsive to different device sizes and has some functionality features like buttons that can redirect to other pages, get you to a certain section of the website or download files.

Link: https://ursancristian.github.io/

Pathfinding Algorithm Vizualizator (Djikstra)

A project made for better understanding of algorithms concepts. This project was made using Python with Pygame and Tkinter libraries

Link: https://github.com/UrsanCristian/Pathfinding_Algorithm_Visualization

Blog Website

This Blog Website is a simple full-stack project, yet dynamic platform built with Node.js and Express, designed for creating, viewing, editing, and deleting blog posts. It uses EJS for templating and Bootstrap for styling.

Link: https://github.com/UrsanCristian/blog-website

Memory Game Website

This is a implementation of the classic memory game using HTML, CSS, and JavaScript/jQuery. This is a memory-based game where players need to repeat a sequence of colored buttons and tones generated by the game.

Link: https://ursancristian.github.io/memory-game/

Interactive Drums Website

This project represents a homework of the Web Development Course, where i learned how to make an interactive website and how to work with audio files to implement sound effects into the project.

Link: https://github.com/UrsanCristian/Drum-kit

Dice Roll Game

A Dice Rolling game that gives random values to each dice and identifies the winner. A project that helped me to check my beginer JavaScript skills.

Link: https://ursancristian.github.io/dice-game/

TinDog Webpage

This project represents a homework of the Web Development Course. All the assets like pictures and text were given. The task was to create a funny version of tinder for dogs 😁.

Tic Tac Toe Game

This project was one of my first python projects. I applied most of the basic python concepts that I learned at SDA courses. Also I used PyTest for unit testing my code.

Link: https://github.com/UrsanCristian/tic-tac-toe

LANGUAGE SKILLS

Mother tongue(s): **Romanian**

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Russian

LISTENING C2 **READING** C2 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C2

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

DRIVING LICENCE

Driving Licence: B