Căproiu Victor

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ABOUT ME

I am a 21 years old university student interested in IT and looking for opportunities to expand my knowledge and build experience. I have always been attracted to the kind of work that requires a calculated and logical approach while still offering creative freedom. I consider that a job in IT is the perfect match for my skillset.

EDUCATION AND TRAINING

Bachelors degree
Faculty of Automatic Control and Computer Science [04/10/2021 – Current]

Address: Iuliu Maniu Boulevard no.6 , Bucharest (Romania)
Website: acs.pub.ro
Field(s) of study: Information and Communication Technologies

High school diploma
Gheorghe Lazar National Collage [01/10/2016 – 28/07/2021]

Address: Regina Elisabeta Boulevard no. 48, Bucharest (Romania)
Website: cnlazar.ro

DIGITAL SKILLS

Database: SQL, Oracle / Hardware knowledge & troubleshooting / CTF (Capture The Flag) / C/C++ / Linux / Virtual machines / Python / Git&GitHub / VS Code / Visual Studio / Bash / HTML/CSS/JavaScript / Debugging

WORK EXPERIENCE

3D Game Development Internship
Gameloft Romania [13/08/2019 – 31/01/2020]

City: Bucharest
Country: Romania

Introduction to 3D game development in the in-house Phoenix engine using **TypeScript**, under the mentorship of Andrei Florin Streche (4 hours/week). I learned about the creation and manipulation of objects in a 3D environment and using the physics engine to simulate weight and elasticity in the movement of the object. Finally, we ported the project to the Unity engine in **C#**.

PROJECTS

2D Escape Room Educative Game
[10/2022 – 01/2023]

I was the team leader in the Erasmus+ project titled *"Boosting Sustainable Digital Education for European Universities"*.

Our task was to create an escape room themed game that tested the player's knowledge of a given course material. We used the GFX framework to create a minimalist 2D game in **C++**.

Features:

1. Fully functional game menu
2. Directional controls for navigating the game environment
3. 3 difficulty levels that change the time limit and availability of hints
4. Adaptable hints system
5. Performance indicators for the player
6. Replay value trough the randomization of questions given to the player

Teachers: Mihai Caramihai & Daniel Chis

Chess project

I wrote a compact terminal program in **C++** for playing chess that allowed two players to alternatively input commands from the keyboard using the command prompt for selecting, moving and capturing pieces.

Features:

1. graphical representation of the chess board
2. colored highlighting of available moves for any selected piece
3. denial of illegal moves according to the standard chess rules.

Personal website

A merge between two web projects: a personal website and a web page that pulls a random image from DogApi and applies a pixel transform to flip and greyscale the image. (**HTML**/**CSS**/**JavaScript**)

SUMMER ACTIVITY

Security Summer School - Essentials Track

[27/06/2022 – 31/07/2022]

Completed the essentials track in the 9th edition of the Security Summer School, hosted by the Faculty of Automatic Control and Computer Science. Here are my accomplishments:

1. My team won 1st place in the Mid-Term CTF competition
2. My team won 2nd place in the Final CTF competition

Link: https://security-summer-school.github.io/

CONFERENCES AND SEMINARS

IBM Containerisation Workshop

[Online conference, 20/12/2021 – 23/12/2021]

A four day online seminar teaching the basics of containerization using **Docker** and **Kubernetes**.

DevPlay 2019

[Palace of Parliament, Bucharest, Romania, 07/11/2019 – 08/11/2019]

Dev. Play is a conference which takes place annually in Bucharest, being organized and managed by the Romanian Game Developers Association.

Link: https://dev-play.ro/dev-play-2019/