



Paul Berciu

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Gender: Male **Date of birth**: 05/09/2002 **Nationality**: Romanian

ABOUT ME

Informatics Graduate | Game Developer
Networking and NoSQL Enthusiast

I am a dedicated Informatics graduate with a strong passion for technology and innovation. My academic journey culminated in a Bachelor's degree, where I specialized in several key areas:

Networking: Gained extensive knowledge and hands-on experience using Fusion, enhancing my understanding of complex networking systems.

Game Development: Developed a complete game in Unity as part of my thesis project, showcasing my skills in game design and development.

NoSQL Databases: Acquired proficiency in Firebase, leveraging NoSQL databases for dynamic and scalable data management.

In addition to my academic achievements, I have a solid background in freelancing. I have successfully created websites using pure JavaScript, demonstrating my ability to deliver high-quality, functional web solutions tailored to client needs.

WORK EXPERIENCE

[17/09/2024 – Current]

Support Telecom Operator

PRIME Telecom

City: Bucharest | **Country**: Romania

- Answering customer phone calls
- Making and updating support tickets
- Inspecting and checking the equipment status
- Notify the clients about issues
- Sending people on field work

[05/07/2023 – 05/09/2023]

Flutter & Dart Developer Internship

IT-Teams

City: Bucharest | **Country**: Romania

- Creating functionality for a website using Dart Programming Language
- Working with NoSQL Firebase Databases and making relational modes
- Learned UI/UX Design Principles
- Learned about website architecture and engineering

EDUCATION AND TRAINING

[05/09/2021 – 25/06/2024]

Informatics, Computer Science University

Titu Maiorescu University <https://www.utm.ro/>

Address: 22, Strada Dâmbovicului Tineretului, Bucharest, 040441, Bucharest, Romania

| **Field(s) of study:** Information and Communication Technologies: • *Software and applications development and analysis* | **Final grade:** 9.12 | **Level in EQF:** EQF level 5 | **NQF Level:** 5 | **Thesis:** Development and creation of a 3d Multiplayer game in Unity

- Photon Fusion Networking
- Unity Editor use
- C# Advance Skill
- C & C++ work with pointers
- Program Arhitecture using UML Diagrams
- NoSql Skills using Firebase
- Knowledge about designing a app and a user interface

[05/09/2017 – 25/06/2021]

High School Diploma, Social Sciences

"Alexandru Ioan Cuza" Theoretical High School Bucharest <https://www.laicuza.ro/>

Address: Aleea Barajul Dunării 5, Bucharest, 032754, Bucharest, Romania | **Field(s) of study:** Social sciences, journalism and information | **Final grade:** 9.15 | **Level in EQF:** EQF level 1 | **NQF Level:** 1

[05/06/2009 – 05/07/2017]

Primary Education

Middle School Nr. 56 <https://scoala56.ro/cine-suntem/>

Address: Bulevardul Pache Protopopescu 109A, București , 021409, Bucharest, Romania

LANGUAGE SKILLS

Mother tongue(s): Romanian

Other language(s):

English

LISTENING C2 **READING** C1 **WRITING** B2

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** C1

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

DRIVING LICENCE

Motorbikes: AM

Cars: B1

Cars: B

DIGITAL SKILLS

My Digital Skills

Basic Skills

Microsoft Office | Problem Solving | Internet Researching

Storing Data

Google Drive | Firebase (NoSQL) | Github

Communication

Zoom | Skype | Microsoft Teams

Coding IDE

Visual Studio | Visual Studio Code | Android Studio | Intelij IDE | Arduino IDE

Tools

Blender | Unity Editor | Diagram.io | Soft Logo

Coding Languages

C# | C | C++ | Dart | Java | HTML,CSS,JavaScript

Unity Multiplayer 3d Game - Tryhard Party

This is a Unity Multiplayer 3D Game.

- **Online Database** - used Firebase to store player profile data
- **Networking Service** - used Photon Fusion for handling player interaction and transform syncing
- **Clean UI** - easy to understand UI made with a 60%,30%,10% color pallet
- **Modularity** - has tools to create multiple levels without implementing code
- **Scalability** - scalable with infinite levels & cosmetics
- **Architecture** - good structured architecture made with Diagram.io

Link: <https://github.com/Vofforila/Unity-Game>

Flutter Shopping Cart App

This is a Shopping Cart where you can add items and attach prices and images to them. You can then connect with a account and add/remove items from your cart.

- **Online Database** - Using Firebase you can store all your data in a NoSQL Realtime Database
- **Login with Google & Facebook** - Besides logging with a created account you can also login with Facebook/Google
- **Filtering** - You can Filter through your items by category
- **Sorted prices** - Items are also sorted by price from cheapest to priciest
- **Made with Dart Only** - Made with Only one Programming Language and working on almost all platforms

Link: https://github.com/Vofforila/shopping_cart

Java Book Store App

This is a simple book store that has the following commands:

1. **Add new book**
2. **Display books**
3. **Add a borrower account**
4. **Borrow a book**
5. **Return a book**
6. **Remove a book from the library**
7. **Add a non-book item**
8. **Display non-book items**
9. **Borrow non-book items**
10. **Return a non-book item**
11. **Creates some random books and items**
12. **Print the data to a SCV File**

Link: https://github.com/Vofforila/Book_Store

Android Firebase Market App

This is Android Market App that lets you add products in a inventory online using Firebase. You can then use those items by adding/removing them from your cart.

- **Online Database** - Using Firebase you can store all your data in a NoSQL Realtime Database
- **Online Product Icons** - You can also add a Icon to a Product you want to add these are also stored using FireStorage

- **Filtering** - You can Filter through your items by category
- **Sorted prices** - Items are also sorted by price from cheapest to priciest
- **Realtime Update** - Updates Realtime by using Firebase API's

Link: <https://github.com/Vofforila/Andorid-Firebase-Market-App>

Database driven basket with Admin Interface for adding Products

This is a Blog + Database driven basket with Admin Interface for adding Products

- **Online Database** - Using Firebase you can store all your data in a NoSQL Realtime Database
- **Online Product Icons** - You can also add a Icon to a Product you want to add these are also stored using FireStorage
- **Filtering** - You can Filter through your items by category
- **Sorted prices** - Items are also sorted by price from cheapest to priciest
- **Realtime Update** - Updates Realtime by using Firebase API's
- **You can reduce the price to a item** - Reduce a price to a item by using Admin Interface

Link: <https://github.com/Vofforila/Blog>

HOBBIES AND INTERESTS

Running

Gaming

Volleyball

Reading & Writing

Making Games