Paul Berciu

Date of birth: 05/09/2002 | **Nationality:** Romanian | **Sex:** Male | **Phone:**

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Address: Bucharest, Romania (Home)

ABOUT MYSELF

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 Bucharest, Romania
TECHNICAL OPERATOR FULL-TIME PRIME TELECOM SRL

- Answering customer phone calls;
- Making and updating support tickets;
- Inspecting and checking the equipment status;
- Notifying the clients about issues;
- Sending people on field work;
- Updating the ticketing software & database;
- Monitoring the server room cameras & power batteries;

08/07/2022 – 05/08/2024 Bucharest, Romania
SYSTEM ADMINISTRATOR PART-TIME LIMA CREDIT IFN SRL

- Designing, implementing, and configuring the computer network;
- Installing and configuring hardware & software for computers (pawnshop software);
- Managing software licenses;
- Administering the network;
- Maintaining employee computers;
- Managing reports from the pawnshop software;

05/07/2023 – 05/09/2023 Bucharest, Romania
FLUTTER & DART DEVELOPER INTERSHIP IT TEAMS SRL

- Creating functionality for a website using Dart Programing 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 Bucharest, Romania
INFORMATICS, COMPUTER SCIENCE UNIVERSITY Titu Maiorescu University

- 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

Final grade 9.12 | **Thesis** Development and creation of a 3d Multiplayer game in Unity

05/09/2017 – 25/06/2021 Bucharest, Romania
HIGH SCHOOL DIPLOMA "Alexandru Ioan Cuza" Theoretical High School Bucharest

Final grade 9.15

05/06/2009 – 05/07/2017 Bucharest, Romania
PRIMARY EDUCATION Middle School Nr. 56

LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C1	C1	C1	C1

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

DRIVING LICENCE

Driving Licence: AM
Driving Licence: B1
Driving Licence: B

DIGITAL SKILLS

Basic Skills

Microsoft Office | Problem Solving | Zoom | Internet Researching | Skype | Architecture | Microsoft Teams

Databases

Firebase (NoSQL) | AWS | Github | Google Drive

Coding IDE

Visual Studio 2019 | Visual Studio Code | Android Studio | Intelij IDE | Arduino IDE | Pycharm

Tools

Unity | Blender | Diagram.io | Docker | Replit | Figma | Adobe Photoshop | Cisco packet tracer | GoDot

Coding Languages

C# | HTML, CSS, Javascript | Java | Dart | C | C++ | Linux/Bash | Python | TypeScript | Kotlin | GDScript

Networking

Fusion | ENetMultiplayerPeer

Robotics

Arduino | Soft Logo

Framework

Flutter | React

PROJECTS

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

React Genshin Artifact Filter

This is a project that I contributed to. Worked on the Artifact Filtering Page - adding filters and sorting the database. Genshin Optimizer is a helper website for the online action-rpg gacha game Genshin Impact. It is intended to assist players with optimizing artifacts to max-min their characters, while providing a clean, structured UI, and provide real-time results.

Link https://github.com/Vofforila/Perfect-Artifact-Filter

Flutter Shopping Cart App

This is a Shopping Cart where you can add items and attack 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