



# Paul Berciu

📍 **Home** : Bucharest, Romania

✉ **Email**: [paul.berciu05@gmail.com](mailto:paul.berciu05@gmail.com) 📞 **Phone**: (+40) 0740474941

🌐 **Website**: <https://vofforila.github.io/>

🌐 **LinkedIn**: <https://www.linkedin.com/in/paul-berciu-277b0324a/>

**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 ]

### Technical Operator Full-time

#### *PRIME Telecom SRL*

**City**: Bucharest | **Country**: Romania

- 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 ]

### System Administrator Part-Time

#### *LIMA CREDIT IFN SRL*

**City**: Bucharest | **Country**: Romania

- 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 ]

### Flutter & Dart Developer Internship

## IT Teams SRL

**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/>

**City:** Bucharest | **Country:** Romania | | **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 Architecture 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/>

**City:** Bucharest | **Country:** Romania | | **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/>

**City:** Bucharest | **Country:** 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 | Zoom | Internet Researching | Skype | Architecture | Microsoft Teams

**Databases**

Firebase (NoSQL) | AWS | Github | Google Drive

## Coding IDE

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

## Tools

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

## Coding Languages

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

## Networking

Fusion

## Robotics

Arduino | Soft Logo

## Framework

Flutter | React

## PROJECTS

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### 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](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](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**

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**Running**

**Gaming**

**Volleyball**

**Reading & Writing**

**Making Games**