# **ALEXANDRA LUCA**

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## **EDUCATION**

2016 - Present Faculty of Automatic Control and Computers

University POLITEHNICA of Bucharest

Domain: Computer Science and Information Technology

Relevant subjects include: C programming, operating systems, data structures, object-oriented programming, algorithm design, local networks, parallel and distributed programming, computer graphics,

algorithm analysis, programming paradigms

2012 – 2016 Mihai Viteazul National College

Mathematics and Informatics

### **PROJECTS**

• Bow and arrow 2D game

Designed and implemented a Bow and arrow-style game in C++ and OpenGL Features: geometric design, collisions, animations, power-ups

• Skyroads 3D game

Designed and implemented a Skyroads-style 3D game in C++ and OpenGL Features: 3D design, 3D animations, power-ups, levels, fragment shader design

Responsive online store single page app

Implemented a responsive online store website using HTML, CSS, Javascript Features: shopping cart, add/delete products, sorting, search bar

#### **CERTIFICATIONS**

Sep. 2020 AWS Fundamentals: Going Cloud-Native (Coursera course)

Relevant concepts: cloud computing, distributed applications, services

(computing, storage, database, security), AWS Console

Sep. 2020 Version Control with Git (Coursera course)

Relevant concepts: git repositories, branching and merging, git

commands, solving merge conflicts, pull requests

**Aug. 2020 HTML, CSS, and Javascript for Web Developers** (Coursera course)

Relevant concepts: HTML, CSS3 (style rules, selectors, box model, positioning), Javascript (language, data types, arrays and objects),

responsive design, Bootstrap, web design

**Jun. 2020** LPIC-101 (Linux Professional Institute Certification)

Relevant concepts: bash scripting, Linux file system, process

administration, package managers, regular expressions, hardware and

kernel modules, disk partitioning, permissions and quotas

#### **SKILLS**

- Experienced with: C/C++, Python, HTML, CSS, Javascript
- Knowledgeable in: SQL, Java, C#, Haskell, Prolog
- **Tech / industry knowledge**: Linux, bash, OpenGL, MS Office, AWS, git, data structures, algorithms, algorithm complexity, multithreading
- Soft skills: time management, teamwork, communication, attention to details
- Languages: English, German, Romanian