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

SKILLS

- **Programming:** C/C++, Python, HTML, CSS, Javascript, 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, critical thinking
- **Languages:** English, German, Romanian

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
- **Presentation website**
  Implemented a basic website using HTML, CSS3, Javascript, Bootstrap
  Features: responsive design, navbar

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