

MATEI-ALEXANDRU DINU

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EDUCATION

University of Bucharest BS Computer Science	Bucharest, Romania Oct 2022 - Present
Tudor Vianu National College of Computer Science Baccalaureate Mathematics and Informatics <i>GPA: 9.71 / 10</i>	Bucharest, Romania Sep 2018 - Jun 2022

CERTIFICATES

Cambridge Advanced English C1 <i>Score 192 / 210</i>	British Council
IC3 GS5 Digital Literacy <i>Score 922 / 1000</i>	Certiport
Database Design	Oracle
Introduction to Cybersecurity	Cisco

SKILLS AND INTERESTS

Programming Languages:	Flutter & Dart, C / C++, Python, Java, Bash, SQL
Technologies:	Firebase, Docker, SFML library and ImGUI in C++
Other:	Linux, Git, Visual Studio Code
Languages:	Romanian (Native), English (Advanced), French (Limited working proficiency)
Interests:	Astrophysics, Electronic music, Operating systems, Hardware

PROJECTS

LibreTube <i>Flutter, Dart, Pub.dart libraries</i>	github.com/MatthewAlgo/LibreTube
Built a YouTube clone in Flutter and Dart, using various libraries from pub.dart. Implemented a way to view channel information in a separate view and to subscribe to channels. While watching videos, the device can be turned sideways to enable fullscreen mode.	
Alien Invaders <i>C++, SFML, ImGUI, Docker</i>	github.com/MatthewAlgo/AlienInvaders
A 2D shooter game in C++ built using SFML and ImGUI. Used pure C++ code, without a game engine. Implemented game mechanics and window rendering from scratch. Used multithreading, mutexes and design patterns. Participated at various programming contests with it and received positive feedback. Also got accepted at university with this project. The game will be extended to have multiplayer support.	
MyNotes <i>Flutter & Dart, Firebase</i>	github.com/MatthewAlgo/MyNotes
A mobile application built in Flutter using Firebase. Implemented in-app functions that synchronize in real time with the server, such as editing notes, viewing notes, moving notes to trash, restoring them or deleting them permanently. Synchronization between devices connected to the same account happens instantly.	
AtAGlance <i>Java, XML, JSON Parser, HTTP</i>	github.com/MatthewAlgo/AtAGlance
A mobile application made with Java and XML, uses 2 APIs. Implemented multiple fragments using a drawer. Each fragment gets its data by calling the server only when needed. The app has views for extended weather forecast, extended news coverage and news search and fetches local information (news and weather) using the GPS module.	
RetroPong <i>Python, Pygame</i>	github.com/MatthewAlgo/RetroPong
Recreation of the Pong game in Python. Used an object-oriented approach and created a small library for the game in multiple python modules.	

AWARDS

3rd Place at PROSOFT national programming contest	Prosoft@NT
Recognized for creating a complex project in C++ (Asteroid Invasion)	Mar 2022
2nd Place at InfoEducatie programming contest - Bucharest phase	InfoEducatie
Presented my project in front of a group of students and teachers and ranked 2nd out of 20 teams	May 2022
Participation at FIICode programming contest	FIICode
Had to present a project on YouTube and received the highest score for creativity	May 2022
Participation at CodeInGreenfoot programming contest	Adfaber
Worked in a team of 2 and wrote small games	Mar 2021
Mention at Informatics Olympiad	SEPI
County phase	Mar 2021