

Scarlat Marius

scarlatmariusstefan2018@gmail.com | +40785596472
github.com/marius004 | linkedin.com/in/marius-scarlat2004

EDUCATION

UNIVERSITY OF BUCHAREST

BSc IN COMPUTER SCIENCE
Oct 2022 - Jul 2025 (expected)
Bucharest, Romania

SKILLS

TECHNICAL SKILLS:

- C/C++ • Java • Python
- Go • Javascript • SQL
- OOP • SOLID • Agile
- HTTP • REST • Linux
- Git/Github • Design Patterns

SOFT SKILLS:

- Teamwork • Problem Solving
- Adaptability • Creativity

INTERESTS

- Networking
- AI/Machine Learning
- Competitive Programming
- Formula 1
- Music

LANGUAGES

- English (fluent)
- Romanian (native)

EXPERIENCE

NETROM SOFTWARE | SOFTWARE ENGINEER

Jun 2022 - Oct 2022 | Craiova, Romania

- Worked on a flower delivery application that was primarily used for planning routes, monitoring drivers, and displaying real-time reports for the back office users
- Contributed to the database synchronization service used for retrieving data from the old application and sending updated data back to the old application
- Developed several screens for monitoring drivers, creating promotions and margins for stores based on their turnover
- Contributed to the restructuring of the ZPL receipt printing service that was hard to extend and maintain
- Participated in technical discussions about designing an offline login for the mobile users of the application

PROJECTS

COMPETITIVE PROGRAMMING PLATFORM | [GITHUB](#)

Jun 2021 | Craiova, Romania

- Built a competitive programming platform that allows users to safely execute code and get feedback based on the correctness of the submission.
- Implemented a complex remote code execution environment by integrating a command-line application that safely runs untrusted executables
- Implemented a complex panel for proposers to create problems in markdown format, create tests, and publish problems
- Implemented complex server-side data filtering for entities that are displayed on various screens

SORTING VISUALIZER | [GITHUB](#), [WEBSITE](#)

May 2020 | Craiova, Romania

- Built an application for visualizing different sorting algorithms
- Implemented Merge Sort, Quick Sort, and Insertion Sort

CHESS GAME | [GITHUB](#)

Apr 2020 | Craiova, Romania

- Built a desktop 1 vs 1 chess game using Java and Swing
- Implemented a functionality that displays each legal move for the selected piece

SPOTIFY CLONE | [GITHUB](#)

Apr 2019 | Craiova, Romania

- Built a Spotify-inspired application for listening to different songs and artists
- Implemented a complex panel for managing users, artists, and songs

AWARDS

- 2021 Bronze Medal at The National Olympiad in Informatics
- 2021 Participation in International Autumn Tournament
- 2020 3rd in Cloudflight Coding Contest, Craiova
- 2019 Mention at InfoOltenia