

# BOGDAN NEGRU

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## EXPERIENCE

MY EXPERIENCE IS BASED ON LOTS OF PROJECTS DURING FACULTY. FOR MORE DETAILS ABOUT THESE PROJECTS YOU CAN ACCESS THE GITHUB REPOSITORIES WITH A PART OF THEM BY THE LINKS BELOW:

### 1. WEB - PORTFOLIO

[HTTPS://GITHUB.COM/BLK14/WEB-PROFILE](https://github.com/BLK14/WEB-PROFILE) - THIS PROJECT HELPED ME IN ORDER TO GAIN MY WEB DEVELOPMENT SKILLS ( HTML, CSS, JS ), BUT ALSO IT IS A WAY TO FIND OUT MORE ABOUT ME AND ABOUT MY PROJECTS USING THIS LINK: [HTTPS://VIGILANT-YALOW-873918.NETLIFY.COM/INDEX.HTML](https://vigilant-yalow-873918.netlify.com/index.html)

### 2. HIT – THE - ROAD

[HTTPS://GITHUB.COM/BLK14/HIT-THE-ROAD](https://github.com/BLK14/HIT-THE-ROAD) - THIS APPLICATION HAS THE PURPOSE TO GIVE THE ANSWER FOR 5 TASKS WHICH ARE FREQUENTLY ENCOUNTERED IN APPLICATIONS LIKE GOOGLE MAPS OR WAZE

### 3. TIC – TAC - TOE

[HTTPS://GITHUB.COM/BLK14/TIC-TAC-TOE](https://github.com/BLK14/TIC-TAC-TOE) - THIS IS NOT PART OF THE FACULTY PROJECTS, I DID IT AS A CHALLENGE TO MAKE MY FRIENDS LOOSE AT THIS GAME AGAINST A PROGRAM MADE BY ME

### 4. SHERIFF – OF - NOTTINGHAM

[HTTPS://GITHUB.COM/BLK14/SHERIFF-OF-NOTTINGHAM](https://github.com/BLK14/SHERIFF-OF-NOTTINGHAM) - THIS HAS THE PURPOSE TO MAKE A SIMULATION OF THE BOARDGAME WITH 4 TYPES OF STRATEGIES IMPLEMENTED BASED ON A INPUT WITH THE SHUFFLED CARDS AND SOME OF THESE 4 STRATEGIES

### 5. VERSION – CONTROL - SYSTEM

[HTTPS://GITHUB.COM/BLK14/VERSION-CONTROL-SYSTEM](https://github.com/BLK14/VERSION-CONTROL-SYSTEM) - THIS IS A SIMULATION OF A VERSION CONTROL SYSTEM WHICH HAS TO DO A MINIMUM SET OF UNIX INSTRUCTIONS AND VCS INSTRUCTIONS

### 6. CRYPTOGRAPHY

[HTTPS://GITHUB.COM/BLK14/CRYPTOGRAPHY](https://github.com/BLK14/CRYPTOGRAPHY) - IT IS A PROJECT IN ASSEMBLY WHERE I HAD TO DECODE STRINGS ENCODED WITH DIFFERENT ENCRYPTION METHODS. FROM THIS PROJECT I LEARNED A LOT ABOUT CRYPTOGRAPHY

## 7. ER- SIMULATOR

[HTTPS://GITHUB.COM/BLK14/ER-SIMULATOR](https://github.com/BLK14/ER-SIMULATOR) - THIS PROJECT SIMULATES A REAL LIFE SITUATION FROM A HOSPITAL. IT WOULD HELP THE HOSPITALS IN SORTING THE PATIENTS BASED ON THEIR ILLNESS TYPE AND SEVERITY, TO MAKE QUEUES OF PATIENTS AND SEND THEM TO PROPER DOCTORS. ALSO, THIS APPLICATION SIMULATES DOCTORS' DECISIONS, CAN SEND THE PATIENTS TO OTHER SPECIALISTS OR CAN HOSPITALIZE THEM.

## EDUCATION

2017- PRESENT

FACULTY OF AUTOMATIC CONTROL AND COMPUTER SCIENCE, DEPARTMENT OF COMPUTER SCIENCE, POLYTECHNIC UNIVERSITY OF BUCHAREST

2013 – 2017

NATIONAL COLLEGE OF COMPUTER SCIENCE TUDOR VIANU

## SKILLS

- JAVA
- C/C++
- Data Structures & Algorithms
- Assembly
- Python 3
- Design Patterns
- Linux
- HTML
- CSS
- JavaScript
- ECDL accreditation
- Git
- Functional Programming

## ACTIVITIES

I developed abilities of leadership, communication or teamwork as a result of taking part in different kinds of activities during my lifetime. I have been practicing basketball for five years and many other sports before (such as karate, judo or box) where I learned what it means to be part of a collective, to work in a team or to be able to deal with difficult situations. Also, I was in a debate club where I improved my communication skills.

## FOREIGN LANGUAGES

ENGLISH - FLUENT