

PERSONAL INFORMATION

Cristian Constantin Boca

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Sex Male | Date of birth 18/12/1996 | Nationality Romanian

WORK EXPERIENCE

22 Jul 2019–31 Dec 2019

Programmer assistant (Working student)

Robert Bosch GmbH, Cluj-Napoca (Romania)

- VR development
- Blender 3D
- Unreal Engine 4

EDUCATION AND TRAINING

1 Oct 2015–15 Jul 2019

Graduated

Electronics, Telecommunications and Information Technology Faculty, Technical University of Cluj- Napoca, Cluj-Napoca (Romania)

Principal subjects/occupational skills covered

- Mathematics, Physics, Applied Electronics, Computer Programming(C++, Java, Assembly), Integrated Circuits, Matlab, FPGA, TV.

Level in national or international classification

- Bachelor of Science

Bachelor Thesis

Game Development Using Unity Game Engine

Jan 2020

C++ Programming Course

C++ Programming - From Beginner to Beyond

www.udemy.com

- Pointers
- Using existing classes and creating objects
- Using Basic Standard Template Library classes such as Vector
- Constructors and Destructors
- Copy and Move semantics including Copy constructors, Move constructors, and copy and move assignment
- How to overload operators
- Using inheritance and class hierarchies
- Using Polymorphic functions and dynamic binding
- Using smart pointers
- Using stream I/O
- An introduction to Exception Handling

- Nov 2019 **Python Programming**
Complete Python Bootcamp: Go from zero to hero in Python 3
www.udemy.com
- Debugging and Error Handling
 - Modules
 - External Modules
 - Object Oriented Programming
 - Inheritance
 - Polymorphism
 - File I/O
 - Advanced Methods
- 29 Jul 2019–26 Aug 2019 **Game Development**
Unreal Engine 4: How to Develop Your First Two Games
www.udemy.com
- Jul 2018–Aug 2018 **Advance PCB Design Training**
Telecommunications and Information Technology
- Topics and Skills learned**
Advanced knowledge of PCB Design.
Advanced knowledge of Altium Software.
- 7 Mar 2018–15 Mar 2018 **Architecture and Civil Engineering Course**
CO-HOUSING: Better living, BEST together!, Las Palmas (Spain)
- Topics and Skills learned**
- Architecture and History of the houses and residential buildings; Architectural sites and styles of Canary Islands, South America and Europe; Construction techniques
- May 2017–Jun 2017 **MATLAB**
Introduction to Programming with MATLAB
www.coursera.org
- Matlab
 - Computer Programming
 - Problem Solving
- 21 Apr 2017–30 Apr 2017 **Computational Sciences Course**
Software or hardware!? What about both?, Mostar (Bosnia and Herzegovina)
- Topics and Skills learned**
- Arduino, sensors and similar devices, App development, Internet of Things.
- 25 Nov 2016–3 Dec 2016 **Graphic Design Course**
Graphic Design Camp 4 (GDC4), Ghent (Belgium)

Topics and Skills learned

- Design theory, Color Theory, Typography, Visual Identity
- Adobe Photoshop, Adobe Illustrator and Adobe InDesign advanced knowledge
- Communication (Feedback and Presentation Skills), Knowledge Transfer

- 2014 **C# Programming**
How to code in C#.NET w/ no prior programming experience
www.youtube.com/
- 2014 **Basic HTML Programming**
 High School course
- 2013 **C++ with SFML Programming**
C++ SfmL 2.0 Made Easy Tutorial
www.youtube.com

PERSONAL SKILLS

Mother tongue(s) Romanian

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C1	C1	C1	C1
French	B1	B1	A2	A2	A2
German	A1	A1	A1	A1	A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
 Common European Framework of Reference for Languages

Job-related skills - familiar with Git

ADDITIONAL INFORMATION

Volunteer work/experience Board of European Students of Technology (BEST), Cluj-Napoca (October 2016 – present)
 - Design department Coordinator (September 2017 - September 2018)
 TIFF 2018 Volunteer
 Electric Castle 2017 Volunteer
 Student Organization of Technical University (OSUT), Cluj-Napoca (October 2015 – October 2016)

Organizational skills and competences Proven team spirit, Teamwork, Critical thinking and problem-solving mindset learned during past jobs and volunteer work of the past years.

Self Taught Skills

Mindfulness
3D modeling (Blender)
Basics of Programming
Game Development (Unity/Unreal Engine 4)
Graphic design
Photography
Video making/editing
Music theory