Bogdan *Calinescu*

Contact

Phone
+31616676722

Email
b.calinescu@student.fontys.nl

Address
Vaslui, Romania

Education

2017-2021
Highschool diploma
Stefan Procopiu Highschool - Computer Science + Mathematics

2021-current
Bachelor Degree - Software Software Engineering

Various Skills

- *C/C++ & Arduino*
- *C# .NET + Razor Pages*
- *Java + Spring Boot/JPA*
- *React(HTML/CSS/Javascript)*
- *OOP + SOLID principles*
- *MSSQL + MYSQL databases*
- *UML + Wireframes(Figma) + C4 Model + JIRA*
- *Basic Python*
- *GIT + CI/CD + Docker + SonarQube*

Language

Mother Tongue:Romanian

English (B2)

About me:

I am a passionate computer science student with a strong affinity for programming and problem-solving. I enjoy interacting with people and developing my communication skills. I consider myself a sociable and open-minded person who enjoys working in a team and contributing to the achievement of common goals. Throughout my studies, I have had the opportunity to develop leadership skills in various projects . This has taught me how to effectively coordinate my team and find creative solutions to the challenges we face. I like to encourage and inspire my colleagues to push their limits and achieve high performance.

Experience

2017-2021
High School - Stefan Procopiu Highschool

Learned C++ and Database with PHP

2021-Current
Fontys ICT & Software Engineering

I am currently studying at Fontys University in Eindhoven, Netherlands. I am enrolled in bachelor degree of ICT & Software Engineering (link catre site) . Every semester I am learning to develop software with the latest technologies and methodologies, by creating application as individual or group projects.

Semester 1-First half

In the first half of the semester we learned Python and arduino. For the individual assigment, I developed a software solution for a green house. I used the sensors light, humidity sensor and LCD display to monitor the green house in real time.The user could see the data via an html website that I created using Python with Flask.

I also participated in a group project with a team. We used the same programming languages as for the individual project (i.e. Python and Arduino technology), and we developed a software solution for a pizza shop. We automated the process of making pizza: receiving pizza orders, putting pizza on the production line and delivering the pizza.

Semester 1-Second Half

In the second half of the semester, we learned the C# language and started learning about Object Oriented Programming. For the group project, we used C# Windows Forms to make a desktop application for a student housing company. We also used the RFID system for the login. For this project, we developed the software using the Waterfall methodology

Semester 2

In this semester, I learned more advanced C# and OOP principles (classes, encapsulation, inheritance, polymorphism, abstraction) and we also learned the SOLID principles for code quality. For individual assignments, I created a chat application project using C# Razor pages (with JavaScript) for students communication. The users could create chat rooms per field of study and collaborate with each other in real time.

I also created a website for online grocery shopping using C# Razor pages & MSSQL database. For this website, I applied good practices for layering and I used SOLID for better maintainability.

For the group project of this semester, my group colleagues and I developed a software solution for a hardware store, with a fake client (our teachers). We learned how to design a software solution as a team based on our client's needs and requirements. Our client requested an RFID system that allows workers to enter the building and also a barcode scanner for the cashier.

Semester 3

In this semester, we switched creating applications using the Java language for the back-end and React for the front-end.

For the individual assignment of this semester, I developed a website for cooking recipes. We are using Java with Spring Boot/JPA for the back-end, React for the front-end, and MySQL for the database. During this semester, we learned about Mockito for unit testing, SonarQube, websockets, Agile methodology, JIRA, and more.

For the group project, we are now working with a real client, Sioux Eindhoven. Our client has asked my group colleagues and me to develop a software solution for their parking. The application detects, using a camera, the license plates of cars entering their parking area, and also utilizes various sensors to calculate the available parking spots.

For both the individual and group projects, we will be applying the Agile methodology, C4 model architecture, the SOLID principles, the ISO 25010 standard, Docker and SonarQube.