



# Bogdan Popescu

Year 3, currently pursuing my Bachelor's degree in Computer Science at the University POLITEHNICA of Bucharest, Romania. I am passionate about history and I love travelling and video games.

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📍 Bucharest / Ramnicu Valcea, Romania

🐙 github.com/bogdan9926

## EDUCATION

### Faculty of Automatic Control and Computers University Politehnica of Bucharest

09/2018 - Present

#### Courses

- Computer Science and Information Technology, Bachelor's Degree

### Mathematics and Informatics National College "Mircea cel Batran"

09/2014 - 06/2018

Ramnicu Valcea

## VOLUNTEER EXPERIENCE

### Junior Member

#### MLSA (Microsoft Learn Student Ambassadors)

10/2019 - 10/2020

As a junior member, I chose a path (Game Development) to focus on during a 1-year period.

#### Achievements/Tasks

- I created a project using Microsoft techniques.
- I held an internal presentation about Augmented Reality.
- I held a workshop about Augmented Reality using Unity and Vuforia Engine:  
<https://www.facebook.com/events/1261254340901609/>

### Senior Member

#### LSAC (Student League of the Faculty of Automatic Control and Computers)

10/2018 - 11/2019

As a member of LSAC, I had to work together with a team, in order to organise different events for students.

#### Achievements/Tasks

- Volunteer in organising the Freshman's Prom.
- Volunteer in organising a LAN Party.
- Created a possible event that could have been made.

## LANGUAGES

Romanian ● ● ● ● ●  
English ● ● ● ● ○  
German ● ● ○ ○ ○

## PERSONAL PROJECTS

### HTTP\_Client (05/2020)

- The client, written in C++, is made to interact via http with an online library that is a server. It allows the user to register, login, add/get/delete books from the server.
- For transmitting information from client to server I used JWT tokens, and for decoding the information from the payload from the server I used nlohmann/json.
- [https://github.com/bogdan9926/HTTP\\_Client](https://github.com/bogdan9926/HTTP_Client)

### TCP Topic Subscriber (04/2020)

- As an university assignment, I had to use the TCP protocol in C. It is a server-client application, where the client can subscribe to 1 or more topics, and receives the messages sent in that topic.
- [https://github.com/bogdan9926/TCP\\_Topic\\_Subscriber](https://github.com/bogdan9926/TCP_Topic_Subscriber)

### Flappy Bird (04/2020)

- A Flappy Bird clone, made in Racket.
- [https://github.com/bogdan9926/Flappy\\_Bird](https://github.com/bogdan9926/Flappy_Bird)

### Chess Bot (01/2020 - 02/2020)

- A chess bot made in Java, in a team of 2., using Xboard.
- <https://github.com/SexySparrow/Chess-Bot>

### Trivia (12/2018)

- A quiz game designed using ncurses library, in C, for Linux
- <https://github.com/bogdan9926/Trivia>

### Save the forest with Ciolan! (10/2017)

- Made during a 12-hour hackaton in a team of 2, the game is about a forester bear that stops fires. It was designed using Unity.
- <https://rebrand.ly/7ce9f>

### Battle of Stalingrad (03/2017 - 08/2017)

- A 3D FPS game designed for "Infoeducatie", a national contest, in a team of 2. It contains shooting characters controlled by AI, flying and driving. Technologies that I used were Unity and C#.
- <https://rebrand.ly/fdmgz>

## SKILLS

C/C++ ● ● ● ● ○  
Java ● ● ● ○ ○  
Game Development ● ● ○ ○ ○  
Unity ● ● ○ ○ ○  
C# ● ● ○ ○ ○

## ACHIEVEMENTS

Honorable Mention at national contest "Infoeducatie" with "Battle of Stalingrad" (08/2017)