Bogdan Popescu

Year 3, currently pursuing my Bachelor's degree in Computer Science at the University POLITEHNICA of Bucharest, Romania.

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SKILLS

C/C++
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Multithreading
●●●○○

Java
●●●○○

Kotlin
●●○○○

OOP
●●●○○

Game Development
●●○○○

Unity
●●○○○

LANGUAGES

Romanian
Native or Bilingual Proficiency

English
Full Professional Proficiency

German
Elementary Proficiency

HOBBIES

History

Metal detecting

Archeology

Video games

Travelling

Game development

EDUCATION

Faculty of Automatic Control and Computers
University Politehnica of Bucharest

09/2018 - Present

- Computer Science and Information Technology, Bachelor's Degree

Mathematics and Informatics
National College "Mircea cel Batran"

09/2014 - 06/2018   *Ramnicu Valcea*

VOLUNTEER EXPERIENCE

Member
MLSA (Microsoft Learn Student Ambassadors)

10/2019 - Present
I chose a path (Game Development) to focus on

- 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.

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

PERSONAL PROJECTS

Preprocessor-for-C (03/2021)
- The project involves implementing a subset of C-specific preprocessing directives: #define, #include, #if, #elseif (as #elif), #else, #endif, #ifdef, #ifndef, #undef

Traffic Simulator (11/2020)
- The project consists of different traffic situations that need to be solved using various synchronization techniques
- The project was developed using parallel programming in Java

Parallel generation of fractals using Mandelbrot and Julia (10/2020)
- The project includes computing Mandelbrot and Julia sets for a polynomial function and displaying them as a grayscale image, by implementing a parallel program for the computation

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.

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.

Flappy Bird (04/2020)
- A Flappy Bird clone, made in Racket.

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