



BOGDAN-FLORENTIN CĂLIN

COMPUTER SCIENCE
STUDENT

PERSONAL PROFILE

I am a computer science student with a fierce wish to learn new things in the field of technology and to become a better person everyday.

SKILL HIGHLIGHTS

- Fast learner, active listener and a proactive team member**
- skills I have developed in facilitation sessions during my volunteering programs;
Beginner: C, C++, HTML, CSS, javascript, Java
 - learnt from various courses and tutorials found online and from the courses I did in faculty;

CONTACT INFO

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EDUCATION

FACULTY OF AUTOMATICS AND COMPUTER SCIENCE

Politehnica University of Bucharest
Bachelor's degree | 2019 - 2023 (expected)

Hard working student passionate about programming, engineering and overcoming myself.

I.C. VISSARION COLLEGE

Mathematics and Informatics | 2015-2019
Baccalaureate
GPA : **9.61/10**; Mathematics **10/10**; Physics **9.75/10**

WORKING EXPERIENCE

CS Operative | 2020

Self sustaining the IT section of a logistics firm. Had to regulate de pace of upcoming requests of transports.

VOLUNTEERING HISTORY

LSAC - The League of Students from the faculty of Automatic Control and Computer Science Bucharest

Logistics Volunteer | 2019 - present

- Senior member of the Logistics department;
- Assuring good conditions for various events to be held (networking, cable routing, electrical networks and more);
- Working in a team of over 50 participants.

PROEDUS BUCHAREST

Summer camps coordinator | 2018 - 2019

- Coordinating groups of about 10 gymnasium or highschool students for one week each camp
- Improved skills of proactive communication, group leading and tasks management

ERASMUS+

Trainings attendee | 2015 - present

- More than 5 Erasmus+ projects and youth exchanges in which I discussed topics such as teamwork, communication and time management

PERSONAL PROJECTS

VENDING MACHINE PROGRAM

The program had to dispense different products, choose the payment method and ask for the payment details. It was all done in C++ for a hacakthon in which me and two friends have participated as a team.

CHROME DINOSAUR GAME

The game was made during a web development course from Hackademy.ro and was a replica of the well known game of the Chrome Dinosaur. In it you could have jumped and the goal was not to hit the bushes. All of it was made with HTML, CSS and JavaScript.