

Curriculum Vitae

Personal data

Cristian Achim

36 years of age, not married

brancoliticus at gmail dot com

github.com/brancoliticus/portfolio_repo

Title and degree

Engineer

Bachelor degree in 'Computers and Information Technology'

Education

2004-2013 "Politehnica" University of Timișoara, Faculty of Control Engineering and Computer Science

2000-2004 "Grigore Moisil" High School Timișoara

1992-2000 "Generală no. 22" School with Classes I to VIII

Programming experience

- GIS undergraduate project for simulating traffic by interpolating in time the points that make up the route of the cars. **Software tools:** HTML, JavaScript, OpenLayers, Mapserver, PHP, SQL, PostgreSQL, PL/pgSQL, PostGIS, pgRouting, OpenStreetMap data.
- Basic graphical algorithms in 2D and 3D implemented from scratch. **Software tools:** C, XPM.
- Working through The Flask Mega-Tutorial for implementing a blogging system. **Software tools:** Python, Flask, Flask-WTF, Flask-Login, email-validator, SQLAlchemy.
- Implementing some machine learning algorithms. **Software tools:** Python, NumPy, Matplotlib.
- Implementing some algorithms from the book 'Elements of Programming Interviews in Java'. **Software tools:** Go, Rust.
- Gomoku game with graphical interface and artificial intelligence. **Software tools:** Java, AWT.
- Auction system implemented on top of the Oracle database system. **Software tools:** SQL, PL/SQL.
- Simplified file system implemented on top of the Oracle database system. **Software tools:** SQL, PL/SQL.
- Tiny games with satirical content, in a series called 'Spaceball Nuggets', available on the internet at 'brancoliticus.itch.io'. **Software tools:** bitsy game maker.
- Simulating a module for multiplying two numbers. **Software tools:** VHDL.
- Hardware and software system for reading and displaying temperature. **Software and hardware tools:** Z80 assembly language, Z80 microprocessor, electronic circuits for supporting the Z80 microprocessor, temperature reading sensor, circuits to display and send the temperature to the serial and parallel ports.
- Hardware and software system for input and display from a minikeyboard. **Software and hardware tools:** C166 assembly language, 83C166 microcontroller, minikeyborad and LCDs for reading and displaying text and graphics.
- Game prototype named 'Spaceball Corruption'. **Software tools:** Godot game engine, GDScript.

Languages known

romanian: native

english: advanced

Activities and hobbies

Weeding the garden, chess.