Cristian-Petru Marza

✉ cristianp.marza@gmail.com

📍 Montréal, Canada

in Cristian-Petru Marza

⬈ c-marza.github.io

Education

High School Diploma (DES),
Collège Beaubois ⧉
2018 – 2023 | Pierrefonds, Canada
Graduated with very high distinction

Computer Science and Mathematics, *Vanier College* ⧉
2023 – Present | Montréal, Canada

Languages

- English
- French
- Romanian

Skills

Adaptable

Teamwork

Life-long learner

Problem-solving abilities

Office software

Knowledgeable in Java, CSS, HTML and Xojo

Professional Experience

Community Center Supervising Monitor,
City of Laval ⧉
08/2023 – Present | Laval, Canada

- Responsible for managing a community center, ensuring organized preparation to meet the needs of diverse organizations and users.

- Coordinated different groups to guarantee efficient operations within the community center.

- Enforced adherence to municipal guidelines, maintaining high compliance standards.

- Reported material requirements promptly to sustain optimal functionality.

- Welcomed, informed, and guided users professionally, fostering a positive environment within the community center.

Main Projects

Super Risk, *turn-based map strategy game* ⧉

- Developed using object-oriented programming principles.

- Implemented efficient local window file management system to handle game data and configurations.

- Utilized a graphical programming environment to create visually engaging user interfaces and interactive elements, including buttons and menus, while maintaining a retro appearance.

Duel, *turn-based tank combat 2D game* ⧉

- Designed by incorporating mathematical and physics theories, including calculations for projectile range in varying wind conditions, as well as principles from 2D kinematics.

- Constructed using 2D cartesian coordinates and fundamental hitbox logic

- Incorporated elementary graphical animations