Carol Cozma-Ivan

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Education

Automatic Control and System Engineering,   2022 – present
Faculty of Automatic Control and Computers   Bucharest, Romania
Relevant coursework: Programming Languages and Computer Programming
(C), Introduction to Operating Systems (Bash), Data Structures (C),
Applied Informatics (MATLAB), Object-Oriented Programming (C++),
Numerical Methods (MATLAB), Web Technologies (HTML, CSS, JavaScript)

Projects and Competitions

RGDA Game Development Contest: Third place   2022
Secured third place in the 2022 RGDA GameJam, a competitive game
development event. This achievement underscores my collaborative
skills, ability to meet deadlines, and thrive in a creative,
competitive setting.
Project: github.com/carolcozma/Overtime ⌐

Zenko AI 2023 Hackathon   2023
Participated in the 2023 Zenko.AI Hackathon at Politehnica
University of Bucharest, where my team and I developed a festival-
focused virtual assistant using OpenAI technology. This project
demonstrated our ability to create practical solutions from provided
data.
Project: github.com/carolcozma/Zenko-Challenge#MIT-1-ov-file ⌐

Adobe Hackathon   2023
Participated in the Adobe Hackathon. The theme was "Resource Wise".
Our team developed a website for clothing donations, similar to
Vinted. Developed a functional backend with login credentials and
clothes details/images, coupled with a responsive and minimalist
frontend.
Project: github.com/carolcozma/ITFest2023 ⌐

Image Processor   2023
A web application for manipulating images. It provides functionality
for adjusting brightness, contrast, grayscale, and applying a
sharpening filter to images.
Project: github.com/carolcozma/ImageProcessor ⌐

Certificates

ECDL Profile   **Cambridge Exam**
                                          C1 - Advanced

Programming Languages and other skills

C (Experienced) | **C++** (Experienced) | **MATLAB** (Experienced) | **C#** (Intermediate)

HTML & CSS (Intermediate) | **Blender** (Intermediate) | **JavaScript** (Begginer)