Sabou Ioan-Alexandru

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EDUCATION

University Politehnica of Bucharest | *Faculty of Automatic Control and Computer Science*

- Admitted with highest score in the entrance exam
- Expected to graduate in 2027

Liceul Teoretic Nicolae Iorga   Brăila, Romania | **2019-Present**

- Cumulative **GPA**: 3.85/4.00

SKILLS

		Competency Level:
Programming languages:	Python, JavaScript, HTML/CSS, SQL, Dart, C	Intermediate
Web Technologies:	ReactJS, Flask, Figma	Intermediate
Tools:	Linux, Bash, Git	Intermediate

PROJECTS

DIGITAL TIMETABLE | A web app to track classes with a fully working chat

Summer of 2021

- An application that allows users to create accounts and enter a classroom
- A "classroom" keeps track of attached courses, coursework, has a functional chat and calculates GPA of user
- Built using ReactJS, Ant Design for frontend and Flask with Python on the backend, using a PostgreSQL database and managed using Docker

CHESTIONARE AUTO

August 2022

- A mobile app built with Flutter to help with learning for the Romanian driving exam
- Implements the SM2 algorithm, created for spaced repetition

MAZE GENERATOR

April 2023

- Uses the canvas element in order to draw a maze
- Implements algorithms like recursive DFS and Kruskal's algorithm to generate different types of mazes

INTERESTS

Algorithmic Thinking	Mathematics	Sports
I am engaged in a DSA course called **Software Engineering Career Program** on DigitalStack	I am curious and I like trying to discover ideas and ponder upon them	I enjoy running and bodyweight exercises