Constantin Gheorghe

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Education

Politehnica University of Bucharest: Candidate for B.S. in Automatic Control and Computer Science, expected to graduate in June 2023.

Relevant coursework

Data Structures and algorithms

Spring 2020

· Learned and implemented common algorithms used

· Learned how to analyze the time and space complexity which determines how fast a program runs and how efficiently it uses computer space

Operating Systems

Spring 2019

· Understood computer system design

· Understood processes, threads and resource management

· Learned how to use Bash command line interface on Linux

Object Oriented Programming

Fall 2020

· Learned the difference between procedural and OOP

· Gained an in-depth understanding of OOP concepts

Optimization Techniques

Spring 2021

· Learned how to identify and solve optimization problems that underlies many Machine Learning algorithms

· Learned how to implement optimization algorithms in MATLAB

· Understood Big Data and Machine Learning applications

Personal Projects

· **Chat app**: A Web Application that allows private chat messaging between users. It was built using React, Java (Spring Boot), MongoDB and Web Sockets for real-time communication (messaging, displaying online users, etc.)

· **Collaborative Whiteboard**: This app provides a digital canvas (whiteboard) that can be used by multiple users at the same time. Users can create and join rooms. Each canvas content is stored in database. It also uses Web Sockets (to send the drawings in real-time to all users and for showing different messages when users join/leave a room), React and Spring Boot.

· **Social Network**: This app has minimal features of a real-world social network app. Users can create an account, create posts, follow/unfollow another users, like/unlike their posts, etc. It also has a built-in chat for

private messaging. The tech stack is: React, Node, Express and MongoDB.

· ***Pathfinding Algorithm Visualizer:*** A tool that aims to make possible visualization of popular pathfinding algorithms like Dijkstra, A-Star, Breadth First Search, Depth First Search. It provides a grid on which the user can draw obstacles, and two points (start and finish points). This tool was realized using mainly JavaScript (React).

Technical skills

· Good/Advanced skills: Java, C/C++, JavaScript, React, Node
· Intermediate skills: Git, Bash, Spring Framework, Next.js, SQL
· Beginner skills: Python, MATLAB

Problem Solving Skills

· High motivation for self-study, ability to be detail oriented, and ensure work produced in of high quality.
· Ask appropriate questions to get to the root of the problem.
· Combine patience, determination, and persistence to troubleshoot issues.
· Able to work with people to help identify options and deal with problems calmly and efficiently.
· Skilled at evaluating options and generating solutions.

Teamwork skills

· Accustomed to working in groups during academic projects.
· Strong commitment to team environment dynamics.
· Hardworking, forward-thinking team member, positive and conscientious attitude towards safety.

Communication Skills

· Strong presentation skills and confidence demonstrated by experience of delivering presentations at university to groups of six to thirty.
· Able to communicate effectively with professors and colleagues by showing interest, carefully listening to needs and appropriately adjusting my message.

Certifications

· Java programming, Google Digital Workshop – July 2021