



DARIUS DANIEL CĂLUGĂR

COMPUTER SCIENCE STUDENT "Babes Bolyai" University Y2



Romania, Cluj-Napoca



<https://darius-calugar.github.io/>



<https://github.com/darius-calugar>



<https://linkedin.com/in/darius-calugar-996752171/>



+40 749 286 215



dariuscalugar55@gmail.com

Extremely passionate computer science student. Highly reliable and versatile developer that has great respect towards clean software. Eager to expand my knowledge by learning from experienced mentors. During my university years I have acquired practical experience through working in a small team on multiple passion projects, ranging from mobile applications to video games.

INTERESTS



android



UI/UX Design



APPLICATIONS

StudyBox Flutter

NOV 2020 - IN DEVELOPMENT

A mobile application designed for students that provides features such as document scanning, assignment tracking and schedule management while allowing community interactions through group sharing. The initial version of this app was developed during the 2020 Unihack hackathon in a team of 5, where I had the role of frontend developer and brand designer. Due to the praise received from the judges, we decided to continue development and are planning for a beta release in the near future. This experience allowed me to experiment with Flutter in a professional environment and improve my skills as a mobile developer.

Super-Pong Unity3D, C#

MAR 2019 - JUN 2019

A fast-paced table-tennis video game in which the player uses different power-ups and techniques to defeat his opponent. This stands as my first complete project, having began development in the last year of high-school. It allowed me to experiment in the game development field and provided me with early insights in software design and high-level programming.

<https://dariuscalugar.itch.io/superpong>

UNIVERSITY PROJECTS

Banking Transaction Manager Java, Git

JAN 2021 - MAR 2021

A rather simple CRUD Web application built using Angular and Spring for managing monetary transfers from accounts. The application developed in a team of 4 for a course in design and implementation systems. The focus of this project was to introduce me to high-level programming concepts as well as to present different tech stack possibilities.

Custom Programming Language Interpreter Java, JavaFX, CSS

OCT 2020 - JAN 2021

A desktop application developed for a course in advanced programming methods. It allows step-by-step execution of code written in a custom programming language. It includes features such as if statements, while/for loops and concurrent execution. This project taught me how to develop and design a desktop application using Java and introduced me to CSS styling.

Team Chat & Meeting SQL Database SQL

OCT 2020 - JAN 2021

A database designed for a chat application that allows communication between different types of teams. This project introduced me to relational database concepts such as normal forms, optimization and indexing.

Security Footage Manager C++, Qt

JAN 2020 - JUN 2020

A CRUD application developed for a course in OOP. This particular project taught me about the main principles of OOP and unit testing while encouraging clean and readable code.

VOLUNTARY WORK

First Tech Challenge 2019 Helper Staff

COMPETITIONS

Reply Challenge GLOBAL (3 people) 2021 - 426th

Google Hash Code GLOBAL (3 people) 2020 - 3463th 2021 - 3456th

Catalyst Coding Contest CLUJ-NAPOCA (3 people) 2020 spring - 92nd 2020 autumn - 27th

TECHNOLOGIES

Java

ADVANCED

C#

INTERMEDIATE

Python

INTERMEDIATE

Flutter

BEGINNER

LANGUAGES

Romanian

NATIVE SPEAKER

English

ADV. INTERMEDIATE (B2)