

## Personal Information

Name: Darius Liviu Jecu  
Birthday: 17 December 1998  
Address: Str. Lunga, Bl. 19, Ap. 1, Codlea, Braşov  
Telephone: (+44) 07835061888  
E-mail: [dariusjecu@yahoo.com](mailto:dariusjecu@yahoo.com)

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## Education

2017-2021 University of the West of England, Bristol,  
Computing for Embedded Systems  
2013-2017 Computer Science National College “Grigore Moisil” Braşov

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## Professional Experience

2021 - 2022 Team Member in Amazon Logistic  
Amazon, Bristol, United Kingdom

The main responsibility within Amazon was to provide concrete and accurate information to colleagues about the products sold and their number, which, then, had to be processed in order to reach the buyers as quickly as possible. At the same time, I had the responsibility to check the quality of each product to maximize customer satisfaction.

February 2020 - September 2020 Team Member  
Kaspa's Desserts, Bristol, United Kingdom

I had the responsibility to offer the customers high-class services by communicating effectively with them when taking and delivering the order, as well as solving the possible problems they encountered during their stay in the restaurant. As a member of the team, I had the responsibility to communicate as often as possible with colleagues to maximize efficiency within the restaurant.

2017-2019 Educational Assistant  
University of the West of England, Bristol

I volunteered for 2 consecutive years as an educational assistant for high school students who wanted to take an IT course in the faculty, after finishing high school. My main goal was to give the students answers to the questions they had about the course they wanted to follow, as well as to the problems they encountered during the programming course offered by the faculty. During the programming course, they accumulated necessary and basic information in C/C++.

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## Projects

### HTML, CSS, JavaScript, React

1. I created a dropshipping system using React, where the user can add the desired items to the shopping cart and create the checkout page where the user can see the final price, remove items that are no longer desired and complete the transaction.
2. I implemented a game in which the user can see how fast he can type words in a time interval. After the end of the time, the number of words entered by the user will be displayed on the screen.
3. I implemented a meme generator where the user can create his own meme. Through an API, random images will be generated every time the user presses a button. You can also insert two suggestive descriptions of the image to make the meme more suggestive.
4. I created a game of Tenzies. The idea of the game is to get the same number on all the dice in as few attempts as possible. The dice can be locked by selecting them so that they do not change their value when the "Roll" button is pressed. When all the dice are locked and have the same displayed value, the game is over and the user can start a new game.
5. I created a trivia game in which the user can select from the main page the category (eg. mythology, mathematics, etc.), the number of questions, the difficulty and the option for the questions to be grid-type or true-or-false. The questions are generated by an API and will be displayed according to the chosen criteria. After finishing the test and pressing the "Check" button, the correct answers and the number of correct answers of the user will be displayed on the screen.

### Python

I implemented an automatic organization program according to certain criteria, of objects found or inserted in a warehouse, using Python.

### C++

I adjusted and completed a game in C++. The game consists of exiting a labyrinth as quickly as possible, searching for helpful objects and keys that help open new paths to the exit.

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## Skills

Programming:	HTML, CSS, JavaScript, React, Figma, C/C++, Python, MySQL
Administration:	Windows, Linux
Office Applications:	Microsoft Office Package

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## Languages

Romanian:	Native
English:	Nivel C2