



Filimon David-Christian

Computer Science Graduate

As a recent graduate of the Faculty of Mathematics and Informatics at the Ovidius University in Constanta, I've had the pleasure to work on numerous projects that included designing databases, developing web applications and AI-based apps. I approach challenges with care, creativity and enthusiasm. I am committed to continuously improving by having a strong work ethic and genuine curiosity in any topic I face.

Contact

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[GitHub](#)

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[Website](#)

Education

Oct. 2022 - Jul. 2025

Bachelor's Degree in Computer Science

Ovidius University Faculty of Mathematics and Informatics, Constanta

Oct. 2025 -

Master's Degree in Software Engineering

Alexandru Ioan Cuza University, Faculty of Informatics, Iasi

Technical Skills

- Advanced: C#, C++, Java, .NET, SQL
- Intermediate: JavaScript, Git, Python, PyQt, Spring Boot
- Beginner: Unity, Blockchain

Soft Skills

- Creativity
- Problem Solving
- Teamwork
- Time Management
- Work Ethic
- Adaptability
- Communication

Language

Romanian - native

English - advanced

Experience

February 2024 - June 2024

Logiscool Ltd, Constanta Bd. Dezrobirii

IT Trainer

- Learning and teaching programming languages.
- Coming up with creative ideas and solutions to problems.
- Collaboration with children, parents and other trainers.

Bachelor's Thesis

TrackMyScore

TrackMyScore is a web application designed for creating and keeping count of board games organized by the users alongside their friends. It offers a platform for users where they can create rooms and tournaments in which players can participate, offering the possibility of booking different times and locations for the game sessions and making it easier to organize the sessions. In addition, the app facilitates of some presets with information for the games, coming in a small selection, and more can be added locally by the users, by providing descriptions and instructions. The tournaments, public or private, can be used for players that are looking to have a bit of fun and win some in-app rewards represented by points.

Volunteering

September 2019 - February 2020

Giovanni Bosco Foundation

Volunteer

- Educational - recreational activities with children
- Homework assistance

Projects

Face Recognition App

This project implements a face recognition system with a graphical user interface that allows users to test different recognition algorithms on the AT&T Face Database. The system provides comprehensive statistics and performance analysis for each method.

Curve Animator

Curve Animator makes it easy to explore how Bezier and B-Spline curves behave by visualizing them in real time as you manipulate their control points. This app was developed using PyQt6 and Python.

Medical Report Generator

Medical Report Generator is a Spring Boot application that enables doctors to write observation notes for all of their patients and generate a complete report including symptoms, diagnosis and risk evaluation based on the given info, using a fine-tuned Large Language Model.