Bejan-Topse Denis-Marian

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Summary — I am a motivated and ambitious first-year Computer Science student at the University of Bucharest (FMI). Eager to expand my knowledge, develop new skills, and connect with like-minded individuals. Strong academic performance and a passion for continuous learning.

Skills

- **Languages** — English(C1), Romanian(native)
- **Programming Skills** — Python, Bash, C++, Java, Assembly Intel x86, RISC-V, HTML, CSS, JavaScript, GDScript, SQL
- **Development Enviorments** — Visual Studio Code, Clion, IntelliJ, DataGrip
- **Version Control** — Git, Github
- **Operating Systems** — Windows, Ubuntu
- **Soft Skills** — Agile, Problem-Solving, Active Learning, Patience, Attention to detail, Adaptability

Education

University of Bucharest (UNIBUC) **2024 - 2027 (Expected)**
Bachelor's degree in Computer Science(2027)

National Pedagogical College "Stefan cel Mare" Bacau **2020 - 2024**
Mathematics-Informatics Profile

Extracurricular

Volunteering **1.07.2022 - 10.08.2022**

- I participated as a volunteer in the activities carried out within the project 'Summer School' with the theme 'The Treasures of Life', organized by Cleja Secondary School, Bacău County.

Lenovo "Infrastructure to Service Management" Workshop **31.03.2025 - 14.04.2025**

- "Successfully bringing up, deploying and managing IT infrastructure and services."

HackITall PlayTika Gamejam **6.03.2025**

- Achieved 2nd place at the Playtika 48h game hackathon as a team of 3.

Projects

1D and 2D Storage Emulation — Assembly Intel x86 **Computer Systems Architecture**

- Developed unidimensional and bidimensional low-level data storage solutions using assembly language, enabling data insertion, retrieval, deletion and defragmentation.
- Optimized memory management through the efficient handling of registers, the stack, and memory addresses.
- Enhanced my understanding of CPU instruction sets and their role in executing low-level tasks.
- Improved my debugging and problem-solving skills in system behavior and memory optimization.

QR Code Generator/Reader — Python **Computer Systems Architecture**

- Collaborated on a team project to design and implement a QR code generator and scanner in Python, building the entire system from scratch without relying on QR code-related libraries.
- We learned to use python libraries to generate/manipulate images and recognize patterns.
- Developed strong collaboration skills by giving and receiving constructive feedback, fostering a supportive team environment, and tackling challenges collectively to find solutions.

User Processes File System — Ubuntu Linux, Bash **Basic Instructions and Techniques in Computer Science**

- Designed and implemented a file system using bash shell scripting to track and represent active and inactive users, along with their associated processes, on a Linux machine, demonstrating scripting and system administration skills.
- This project helped me gain hands-on experience working with a Linux environment and strengthened my shell scripting skills.

Web Project — HTML, CSS, JavaScript **Web Techniques**

- Designed and developed a basic webpage using HTML, CSS and JavaScript.
- Developed a simple login/logout functionality where users can authenticate by catching a running critter, using interactive JavaScript to create a fun and engaging user experience.
- Focused on responsive design and smooth user experience with a minimalist UI.

Asteroid Evasion — Godot 3.5, GDScript, PixelArt **Personal Project**

- Developed a small, arcade style, 2D space shooter game.
- Explored the Godot engine and its native scripting language, GDScript, gaining hands-on experience in game development.
- This project taught me task prioritization and how to stay focused on my project scope by implementing and testing different features in a structured, step-by-step manner, dedicating full attention to one task at a time.