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(B2), Romanian(native)
- **Programming Skills** — Python, Bash, C++, Java, Assembly Intel x86, RISC-V, HTML, CSS, JavaScript, GDScript
- **Development Enviorments** — Visual Studio Code, Clion, IntelliJ
- **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-Computer Science Profile

Extracurricular

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. *1.07.2022 - 10.08.2022*

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 pointers.
- 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 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 strong scripting and system administration skills.
- This project helped me gain hands-on experience working with a Linux environment and strengthened my shell scripting skills, enhancing my ability to manage system processes and automate tasks efficiently.

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.