Bejan-Topse Denis-Marian

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Summary — I am an ambitious and motivated Computer Science student at the University of Bucharest who can't wait to expand his knowledge working on interesting and useful projects with like-minded individuals. I show strong academic performance and have 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** — VS Code, CLion, IntelliJ, PyCharm, DataGrip, Godot, Unity
- **Version Control** — Git
- **Soft Skills** — Agile, Problem-Solving, Active Learning, Patience, Attention to detail, Adaptability

Education

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

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

Extracurricular

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 a 48h game hackathon as a team of 3.

Volunteering **1.07.2022 - 10.08.2022**
- I participated as a volunteer in the activities carried out within the project 'Summer School' organized by Cleja Secondary School, Bacău County.

Projects

Timeless Companion — Godot 4.4, GDScript, PixelArt **Hackathon project**
- Developed a small 2D game, alongside 2 colleagues, in which you accidentally travel back in time with your dogs and have to solve time related puzzles to save him and get back.
- Gained experience in version control using git.
- Learned how to work in a team enviorment, splitting the project in tasks that can be worked on in paralel without causing conflicts.
- Explored the Godot engine and its native scripting language, GDScript, gaining hands-on experience in game development.
- Learned how to limit the projects scope to something achievable within a give time frame.

1D and 2D Storage Emulation — Assembly Intel x86 **Computer Systems Architecture**
- Simulated 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**
- Used bash shell scripting to track and represent active and inactive users along with their associated processes using directories and files on a Linux machine.

– 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.