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, Romanian
- **Programming Languages** — Python, Bash, C++, Java, Intel x86, RISC-V, HTML, CSS, JavaScript, GDScript
- **Development Enviorments** — Visual Studio Code, Clion, IntelliJ ...
- **Version Control** — Git, Github
- **Operating Systems** — Windows, Ubuntu

Education

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

Projects

Assembly Storage Emulation — Assembly Intel x86 **Arhitectura Systemelor de Calcul**

- I implemented a system for one-dimensional and two-dimensional data storage entirely in Assembly Intel x86. Both systems consist of operands of type: GET, ADD, DELETE, DEFRAGMENTATION.
- This helped me get accustomed to working on an ever-changing project, and re-understanding everything long after I've written it.

QR Code Generator/Reader — Python **Arhitectura Systemelor de Calcul**

- Together, in a team of 3, we developed a QR code generator and scanner using Python, without the use of any QR code related libraries.
- We used learned to generate/manipulate images and recognize patterns.
- In this project, I learned to collaborate with my team members and give/receive feedback.

User File System — Ubuntu Linux, Bash **Instructiuni si Tehnici de Baza in Informatica**

- I created a file system that represents active and inactive users along with their processes on a Linux machine using bash shell scripting.
- This helped me get used to working on a Linux machine and shell scripting.

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

- I designed and developed a basing webpage using HTML, CSS and JavaScript.
- Created a login/logout functionality, where users can log in after catching a running critter.
- I utilized CSS animations for the running critter, and JavaScript for user interaction and state management (login/logout).
- Focused on responsive design and smooth user experience with a minimalist UI.

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

- I developed a small, arcade style, 2D space shooter game.
- In this project I experimented with the Godot engine and it's own scripting language GDScript, the language is very similar to Python so it was easy to understand.
- This helped me get used to only implementing the mechanics withing the scope of my project and not get overwhelmed by my own ideas.