

# 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 Enviornments** — 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

<b>University of Bucharest (UNIBUC)</b> <i>Bachelor's degree in Computer Science(2027)</i>	<b>2024 - 2027 (Expected)</b>
<b>National Pedagogical College "Stefan cel Mare" Bacau</b> <i>Mathematics-Informatics Profile</i>	<b>2020 - 2024</b>

## Extracurricular

<b>Volunteering</b> – 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.	<b>1.07.2022 - 10.08.2022</b>
<b>Lenovo "Infrastructure to Service Management" Workshop</b> – "Successfully bringing up, deploying and managing IT infrastructure and services."	<b>31.03.2025 - 14.04.2025</b>
<b>HackITall PlayTika Gamejam</b> – Achieved 2nd place at the Playtika 48h game hackathon as a team of 3.	<b>6.03.2025</b>

## Projects

<b>1D and 2D Storage Emulation — Assembly Intel x86</b> 🔄 – 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.	<b>Computer Systems Architecture</b>
<b>QR Code Generator/Reader — Python</b> 🔄 – 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.	<b>Computer Systems Architecture</b>
<b>User Processes File System — Ubuntu Linux, Bash</b> 🔄 – 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.	<b>Basic Instructions and Techniques in Computer Science</b>
<b>Web Project — HTML, CSS, JavaScript</b> 🔄 – 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.	<b>Web Techniques</b>

- 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.