

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 Environments** — 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)
Year 1 GPA: 9.14/10 Academic Scholarship: 2025-2026

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. | |
| Smarthack 2025 | 8.11.2025 |
| – Developed a Web Application for office space booking as a team of 4. | |

Projects

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| 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. | |
| 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 environment, splitting the project in tasks that can be worked on in parallel 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 project's scope to something achievable within a given time frame.