

Bejan-Topse Denis-Marian

☎ +40-765-532-959 — ✉ bejan.topse.denis@gmail.com — in linkedin.com/in/denis-marian-bejan-topse — 🐙 github.com/denis0bej

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 Enviornments** — 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

- 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.