Știube Denis-Antonio

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Summary

I am currently a 2nd year undergraduate student in Computer Science with strong foundation in software development and problem-solving. Eager to apply theoretical knowledge to real-world challenges, with a passion for learning new technologies and contributing to innovative software solutions.

I am seeking for a software development internship to further enhance skills and gain practical experience in a dynamic and collaborative environment.

Education

- **Bachelor of Computer Science**   **2023 - Present**

  Babeș-Bolyai University, Cluj-Napoca

  Relevant courses:

  - Programming Fundamentals
  - Data Structured and Algorithms
  - Graph Algorithms
  - OOP
  - Operating Systems
  - Relational Data Bases

- **Mathematics and Computer Science High School**   **2019 - 2023**
  Samuil-Vulcan National College, Beiuș
  Awards and Achievements:
  - Qualified at national stage of math Olympiad in 12th grade (1st place at country stage) and awarded with Bronze Medal by SSMR (Romanian Mathematical Sciences Society)
  - 9.80 in the Mathematics exam of Baccalaureate
    and 9.25 in the Computer Science exam of Baccalaureate

Projects

Github link: https://github.com/denton1612/Projects

Pharmacy App:

- Pharmacy App is a CRUD application with GUI developed in C++ language.
- Using this application, the user can manage the medicines stock of a pharmacy by adding, updating, deleting or finding for medicines (can return to previous state anytime using "Undo" button). For a better perspective about the stock, user can filter medicines by price or active substance, sort by name, producer or active substance and price.
  Also the app benefits from the functionality of creating a prescription, where the user can add existing medicines from pharmacy.
- Building this application, I consolidated my OOP skills, understanding in a more profound way principles as encapsulation, inheritance, polymorphism.
  It also was my first experience with GUI applications. For building this app, I used Qt framework. It was a good opportunity to learn fundamentals of graphic interfaces.

Social Network app:

- Social Network app is a CRUD application with GUI developed in Java.
- For this app, I chose that data persistence be ensured by a database.
- Being a social network app, users can send friend requests to other users, can accept friend requests and can send messages. For using the app, any user must have an account. To create an account, he must choose a username, an email address and a password.
  When a user receives a friend request, his window will notify him. The messages can be sent only to friends. A user has the possibility to send a message to more friends at same time.
- By building this application I learnt the utility of some design patterns like observer or singleton, and I also have expanded my knowledge base in the GUI domain using JavaFX framework.

Skills

Programming languages:

- C/C++
- Java
- C#
- Python
- SQL

Technologies:

- Qt
- JavaFX

Languages:

- Good speaking and writing abilities in English

About me

I am an organized and dedicated person. I always enjoy working in team, I am ready to listen others' opinions and ideas.

In terms of hobbies, I am passionate about mathematics and physics. In my spare time, I am studying both a lot. For my physical condition, I like to play football and basketball.