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 Structures and Algorithms
  - Graph Algorithms
  - OOP
  - Operating Systems
  - Relational Databases
  - Computer Networking

- **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 county 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 being able to use the app, all users must have an account. To create an account, a user must choose a username, an email address and a password.
  When a user receives a friend request, he will be notified. The messages can be sent only to friends. A user has the possibility to send a message to more friends at the 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:**	**Technologies:**	**Languages:**
	- C/C++ - Java - C# - Python - SQL	- Qt - JavaFX	- Strong verbal and written communication skills in English

About me

    I am an organized and dedicated individual who thrives in team environments. I value collaboration and actively listen to others' opinions and ideas.

    In terms of personal interests, I have a strong passion for mathematics and physics, which I continuously study in my spare time. To maintain my physical well-being, I enjoy playing football and basketball.