



# Denis-Antonio Ştiube

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## Summary

I am currently a 2<sup>nd</sup> 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**  
Babeş-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, Beiuş  
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: <https://github.com/denton1612/Projects>

### Pharmacy App:

- Pharmacy App is a CRUD application with GUI, developed in C++.
- Using this application, the user can manage a pharmacy's medicine stock by adding, updating, deleting or searching for medicines. This app also includes an "Undo" button, allowing users to revert to a previous state. For better stock visualization, users can filter medicines by price or active substance, and sort them by name, producer, or a combination of active substance and price. Additionally, the app provides a prescription management feature, enabling users to add existing medicines from the pharmacy to a prescription.
- Developing this app helped me strengthen my OOP skills, particularly in understanding encapsulation, inheritance, and polymorphism. This project was also my first experience with GUI development. I built the interface using the Qt framework, which allowed me to learn the fundamentals of graphical interfaces.

### Social Network app:

- Social Network app is a CRUD application with GUI developed in Java.
- For this app, I chose to ensure data persistence using a database.
- Being a social network app, users can send friend requests to other users, accept friend requests, and exchange messages. To use the app, all users must have an account. Creating an account requires choosing a username, providing an email address, and setting a password. When a user receives a friend request, he is notified. The messages can only be sent to friends. A user has the option to send a message to multiple friends simultaneously.
- By building this application I learnt the utility of design patterns such as Observer or Singleton, and I also have expanded my knowledge in the GUI domain by using JavaFX framework.

## Skills

### Programming languages:

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

### Technologies:

- Qt
- JavaFX

### Languages:

- 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.