EFTIMIE EDUARD-COSTIN

Final Year Computer Science Student

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EXPERIENCE

8.2024 – 9.2024   **Software Developer Intern**   **Archaeo Bio Computation Summer Practice**
Developed **C++ firmware** for Arduino to control motors and sensors, enabling it to send and receive signals to/from a front-end interface. Built the mobile interface using **MQTT**, Node-RED, and **JavaScript** for real-time communication. Configured an operating system and set up MQTT on **Raspberry Pi**, using **Bash** shell scripts.

9.2023 – 1.2024   **HR Manager for NGO**   **Societatea HERMES**
Specialized in **team coordination**, taking initiative, and client interaction management. Gained strong communication skills and the ability to engage as a **public speaker**. In addition to that, I am skilled in conducting interviews and have developed strong leadership skills by successfully organizing large volunteer groups.

PROJECTS

11.2024   **Remote Winery**   https://github.com/edyeftimie/RemoteWinery
Mobile application for managing wine collections, built with **Kotlin**. Features include intuitive CRUD operations for adding, editing, and removing wines, implemented using **MVVM** architecture with **RecyclerView** for dynamic data display. Incorporates input validation, **activity/fragment-based navigation**, and a view model for seamless data handling. Ideal for exploring, organizing, and managing personal wine collections with ease.

8.2024   **Football Manager**   https://github.com/edyeftimie/WebApp
Web application for comprehensive management of football players and teams. Front-end built using functional components in **React.js** CRUD operations, offline support, charts, and JWT token-based authentication. Backend created using **FastAPI** (**Python**) with **MySQL**, involving **RESTful API** and unit tests. Deployed the project and migrated the database to **AWS**.

12.2023   **Music Player Analytics**
Desktop application for in-depth analysis, featuring recommendation algorithms, sorting capabilities, and advanced data manipulation. Team collaboration for system design and development. **MVC** architecture using **.NET** and **Entity Framework**. Implemented **design patterns**, as well as use case and class **diagrams**. Integration of multiple APIs to handle requests efficiently. Performed database migrations and query optimizations.

5.2024   **Fifa Stats Visualizer and Editor**   https://github.com/edyeftimie/FootballMangerPlayers
C++ desktop application built using **Qt6** for creating a user-friendly graphical interface. It enables efficient management of player data for football video games like Fifa/EAFC. It features **layered architecture**, robust input validation, data persistence, and the **Model/View** design pattern. Leveraged **smart pointers**, along with **SOLID** and **OOP** principles such as **polymorphism** and **inheritance** for enhanced maintainability.

EDUCATION

2022 – current   **Bachelor's Degree**   **Computer Science, Babeș-Bolyai University**
Algorithms & **Data Structures** | **OOP** | Web & Mobile Programming | Software Engineering | Team & Research Project | **AI** | Probability Theory & Statistics | **Cryptography** | OS | Network & Cloud Architecture | **Parallel & Distributed Computing** | **Databases** | Design Patterns

2022   **Digital Skills**   **Colegiul Național de Informatică, Piatra Neamț**

2020   **Web Development Skills - LearnToCode lvl2**   **Digital Nations**
https://github.com/edyeftimie/MovieManager

SKILLS

C/C++ | **C#** | **Python** | **Java**
.NET | **React.js** | Kotlin | Flutter
FastAPI | QT | Anaconda | Jupyter Notebook
JavaScript | PHP | HTML | CSS
AWS | **SQL**
OOP | **Design Patterns**
Linux | **Git** | Bash

LANGUAGES

Romanian - native
English - advanced, C1 level