EFTIMIE EDUARD-COSTIN
Final Year Computer Science Student

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Eduard Eftimie
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EXPERIENCE

8.2024 – 9.2024 **Software developer internship** **Archaeo Bio Computation Summer Practice**
Developed a backend for Arduino(**C++**) to control motors and sensors, programmed via the Arduino IDE. Built a mobile interface using MQTT, Node-RED, and **JavaScript** for real-time communication. Configured an operating system and set up MQTT on a Raspberry Pi with Bash shell scripts.

9.2023 – 1.2024 **HR Manager for volunteering organization** **Societatea HERMES**
I have proven experience in **team coordination**, leadership, and client relationship management, with strong communication skills and the ability to engage as a **public speaker**. In addition, I am skilled in conducting interviews and have successfully organized large volunteer groups.

PROJECTS

Remote winary
https://github.com/edyeftimie/RemoteWinery
Mobile application for managing wine collections, built natively with **Kotlin** and Android 13 SDK. Features include intuitive CRUD operations for adding, editing, and removing wines, implemented using **MVVM** architecture with **RecyclerView** for dynamic data display. Designed with XML layouts and Jetpack Compose for a responsive user experience. 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.

Football Manager
https://github.com/edyeftimie/WebApp
Web application for comprehensive management of football players and teams. Frontend built using **React.js** featuring multiple pages, CRUD operations, offline functionality, charts, and token-based authentication. Backend created using **FastAPI** (**Python**) with SQL, involving models, Put/Post/Edit/Delete requests, tokens, tests. Deploying the project online and migrating the database to **AWS**.

Music Player Analytics
Desktop application for in-depth analysis, featuring recommendation algorithms, sorting capabilities, and advanced data manipulation. Team collaboration for project design and development. **MVC** architecture using **C Sharp / .NET** and **Entity Framework**. **Design patterns** and various **diagrams** for system design. Integration of multiple APIs to handle requests efficiently. Database migrations and query optimization.

Eco Recycling Application
Mobile application for environmental protection and ecologization for an Ideathon in 2022 made with: .NET framework and **MAUI** for cross-platform functionality. Managed database using Firebase. User chat system for real-time communication and dynamic feed for real-time updates. Map-based reporting tool to submit city issues with photo attachments and location-based notifications to keep users informed. Profile page with photos uploaded, likes and comments

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 | OS | Computer System Architecture & Networks | **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
JavaScript | PHP | HTML | CSS
AWS | Firebase | **SQL**
OOP | **Design Patterns** | **SOLID**
Git | Bash | Shell | WSL | Linux

LANGUAGES

Romanian - native
English - advanced, C1 level