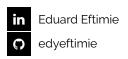
IMIE EDUARD-COST





Final Year Computer Science Student

■ eftimie.eduard28@gmail.com

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/fragmentbased navigation, and a view model for seamless data handling. Ideal for exploring, organizing,

and managing personal wine collections with ease.

Football Manager 8.2024

https://github.com/edyeftimie/WebApp

Web application for comprehensive management of football players and teams. Front-end built using functional components in React. is CRUD operations, offline support, charts, and JWT tokenbased 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.

https://github.com/edyeftimie/MovieManager

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

Colegiul Național de Informatică, Piatra Neamț

Web Development Skills - LearnToCode lvl2 2020

Digital Skills

Digital Nations

SKILLS

2022

LANGUAGES

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

Romanian - native English - advanced, C1 level