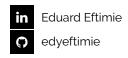
EFTIMIE EDUARD-COST

Final Year Computer Science Student





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

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 tokenbased 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, Babes-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 https://github.com/edyeftimie/MovieManager **Digital Nations**

SKILLS

LANGUAGES

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

Romanian - native English - advanced, C1 level