Eusebiu Moldovan

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Skills

- C#, Java, Python, HTML, CSS, MySQL, MongoDB, Swift, Kotlin, PHP, ASM, Haskell, Git, JSON, XML, Firebase, R
- Unity, jMonkeyEngine, Android Studio, Xcode, RStudio
- UI/UX, Database, Mobile, Animation, Data Structures & Algorithms, Encryption, Digital Art, Microsoft Office
- English, Romanian – *Professional proficiency and above*

Education

University of Liverpool   BSc Computer Science   *09/2021 – Current*

- Pursuing a Bachelor Degree in Computer Science, with the aim of finishing with First-Class Honours (70% & above) .
- During my studies, I gained extensive knowledge and experience in various aspects of computer science. I've learnt to design and implement databases, creating and testing user interfaces, and working with a multitude of programming languages, both imperative and functional.
- In additional to practical skills, I developed a strong theoretical understanding of the field. This includes topics such as data structures, algorithms, encryption, liner mathematics, CPU architecture and more.
- Throughout my time at University, I have been part of various projects, both individually and as part of a team, inside and outside of University. This is where I can invest my diverse range of skills and knowledge to gain more confidence and experience, leading to a hopefully bright future career as a software developer.

Whitmore High School   A-Levels   *09/2016 – 06/2021*

- Computer Science A Mathematics B Physics B

Whitmore High School   GCSEs   *09/2016 – 06/2021*

- 7 Grades above a 6 (B+) including English Lang., Mathematics and Science

Selected Projects

Website Portfolio   *07/2022– Current*

- A website where I display my projects and work. Developed in part to learn more about web development, the languages that go with it. I continuously update it and look for features I could try to implement.
- You can find more details about the next few projects and more on this website.

E-Commerce Site   *01/2023 – Current*

- E-commerce store for a local client I made connections with. The client is a sole-trader, looking for a place on the internet where she can sell her products to customers in the UK.
- Aside from design, development and testing, the project requires a lot of research into related red tape, brand design, useful third party APIs, online databases, product catalogues, and more.
- As a sole developer on the project, I expect it to take a while before both me and the client agree for it to go live.

FORTUNA   *10/2022 – 11/2022*

- A small game developed for iOS using Xcode. The game is similar to the Game Show 'Wheel of Fortune' where the player gain points by guessing letters and phrases.
- I was a sole designer and developer on the project. The project's notable features were it's leader board saved persistently, and the phrases being randomly picked from a library of JSON files.

Hero Knight   *10/2020 – 04/2021*

- A 2D game developed using Unity and C# with a log in system using Firebase. The game drew inspiration from popular titles such as 'Dead Cells' where the player faces against several enemies.
- The project consisted of a long document detailing each phase of the development cycle, including the projects shortcomings.

Experience

- Leader on several NCS Projects in the past, mostly during covid. Me and the team I was in got to help a local foodbank by volunteering and raising money to buy much needed supplies.
- Worked part-time during University, mostly as a bar-tender and hospitality staff.
- Attending events hosted by the Robotics and Coding Society at my University
- Completed multiple projects, both as a sole developer and as part of a team. *Some are not show on this CV*