

Julian Tintarea

Multipurposed software engineer

✉ Craiova, Dolj, Romania @ tintarea.iulian.work@gmail.com ↗ <https://juinc.github.io/portfolio/>

Summary	A versatile and self-motivated Software Engineer with a strong foundation in mathematics and informatics, demonstrated through consistent participation in competitive programming olympiads. Versed in full-stack development, from creating games to building responsive web applications. Proven ability to rapidly learn new technologies and implement complex, modular systems with a focus on performance and maintainability.	
Education	Liceul Teoretic „Henri Coandă” Mathematics - Informatics 9.80+ End of year average - All years ↗ https://henricoandacraiova.ro	2022 - Present (Final year) Highschool
Projects	Inked Knight Mistency ↗ https://www.roblox.com/share/g/260210301 IKM is a full stack game developed in the Roblox engine made by me solo, mostly in a single summer. Throughout the development process (still ongoing), I hit the following achievements: - Implemented multiple core systems through modular design guaranteeing an easy-to-maintain codebase . - Alternated using OOP and DOD to guarantee code maintainability without sacrificing performance. - Implemented a synced shop across servers using the os.time() time function built into Roblox. - Developed multiple user interfaces using Fusion (similar to Vue) and guaranteed cross-platform compatibility. - Integrated multiple modular systems using Signals to minimize the risk of circular dependencies . Roblox, Lua, Rojo, Visual Studio Code, Luau, Promise, Signal, Fusion, Git, Github	March 2025 - Present
	My portfolio ↗ https://juinc.github.io/portfolio My personal portfolio which (currently) showcases my main 4 big projects. I made it in roughly one week using Vue.js, TailwindCSS and Swiper.js. This is the first project I created using Vue.js and TailwindCSS, and due to time constraints, I didn't manage to take a course on them, so I learned them while building the portfolio. During the development process I hit the following achievements: - Added multilanguage support using i18n, supporting English, Romanian and Spanish. - Implemented and optimized resource-heavy effects (Aurora & Particles from vue.bits and my background name effect) in an optimized manner by limiting the amount of mathematical operations ran at any given moment. - Implemented a fully responsive design with support for most screens. Vue.js, TailwindCSS, Javascript, HTML, CSS, Github, Git, Swiper.js, i18n	September 2025
	The Hooty bot ↗ https://github.com/juinc/Hooty-Bot The Hooty bot is an all-in-one Discord bot developed solo in Python with Discord.py, designed to streamline modern community management by combining multiple key features into one stylish and efficient package. It is designed to be deployed once per server, I didn't add multi server support because of my needs. It was developed in a little under two weeks. Achievements during development: - Developed a custom permissions system using raw Python to complement Discord's built in system. - Created cogs for almost any feature found within big Discord bots. - Worked around Discord rate limiting and asynchronous development to tailor a smooth UX for users. - Packaged it in docker for easier deployment and running. Python, Discord.py, Backend, Discord API, OOP, Git, Github	July 2025
	Omni Bank Database Manager ↗ https://github.com/juinc/Bank-DB-Project The Omni Bank Database Manager is an application written in C++ with an interface made using TheCherno's Walnut framework which runs on imgui with the Vulkan SDK. It was made for a school project but the school only asked for a Command Line UI Project which I found too easy so I added a full user interface with multi language support and auto refreshing. Development wise, I hit the following achievements: - Integrated multi language support by loading the text from a localization header file which stores the English and Romanian text variants in an unordered map. - Integrated auto refreshing of the current loaded database by storing everything in memory and only writing when the app closes or the user saves manually. - Integrated a No UI mode that can be toggled by passing -noui into the shortcut target parameters to fit the school's requirements. C++, Vulkan, imgui, Walnut, Desktop	March 2025 - April 2025
Skills	C++, Lua, Javascript, CSS, HTML, Python, Vue.js, TailwindCSS, C, Luau, Rojo, Visual Studio Code, Visual Studio, Jetbrains IDE's, CodeBlocks, Git, Github, Flutter	
Awards	2nd Place Winner Craiova Hackathon ↗ https://craiovahackathon.ro/ I unofficially lead my team in the Craiova Hackathon and built a legal assistant AI app with Flutter which made us win 2nd place overall.	October 2025
	Informatics Olympiad I have participated in the programming olympiad for my county (9th, 10th and 11th grade) and scored in the top 10 overall for my class level in 10th grade.	2022 - 2023 - 2024
	ITEC ↗ https://itec.ro/ I have participated in the ITEC programming competition during 9th grade, for the DSA section.	2023
	Nextlab ↗ https://robo.nextlab.tech/ I have participated in the first stage of the neXtlab robotics competition and won a robotics kit through it.	2023
	CPPI I was a student for the Center of performance in informatics within my city for 2 years, where we did a deep dive in DSA.	2022 - 2023
	InfoCNFB Colegiul Național „Frații Buzești” I participated in the InfoCNFB competitions, 3 years in a row, hosted by the most prestigious college in my city and got 4th place the first year.	2022 - 2023 - 2024
Languages	English Highly proficient in English; most comfortable communicating in it. ● ● ● ● ●	
	Romanian Romanian is my native language. ● ● ● ● ●	
	Spanish I was born and lived 8 years in Spain, I have decent communication skills and can use it to communicate effectively. ● ● ● ○ ○	