

MOROZ LION-ERIK

PROFILE

I am a third-year Computer Science student, eager to learn, adapt, and explore new technologies.

My passions include software and hardware development, music, and video games, which I enjoy both for fun and for their creative and technical aspects.



EXPERIENCE

Hardset

Embedded Systems Engineer & App Developer

A signaling system with automatic braking for cyclists, designed to be easily mounted on any bicycle helmet.

2023 - PRESENT

2022 - PRESENT

2018 - 2022

- Worked on firmware and system integration.
- Designed and developed electronic circuits and PCB layouts.
- Contributed to mobile app for system control and monitoring.

EDUCATION

Technical University of Cluj-Napoca -Computer Science - Bachelor Degree

5 major projects with C/C++

4 major projects with Java/JavaFX

3 major projects with VHDL

3 major projects with Python

2 major projects with React/React Native + JavaScript/Typescript

1 major project with Assembly (x86)

Ioan Slavici National College -

Mathematics-Informatics - Baccalaureate Diploma

1 major project with C++ (Informatics Certification Project)



ACHIEVEMENTS

FiX Cluj-Napoca 2024 - Participation

FiX Cluj-Napoca is a business incubator that supports start-ups by providing resources, mentorship, and networking opportunities.

Took part from June 2024 to November 2024.

Cloudflight Coding Contest 40th Edition 2024 - Participation

Cloudflight Coding Contest is a solo or team-based competition with progressively harder levels.

Participated as a team in October 2024 and finished 29th out of 439 participants.

SAS Demoday 2023 - 1st Prize

SAS Demoday is a start-up contest centered on prototypes and business ideas. Took part in November 2023 in the Prototypes Category.

CONTACT

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- Cluj-Napoca or Satu Mare
- https://github.com/lionerik17

SKILLS

Programming & Software Development

- Low-level programming, algorithms (C/C++)
- Object Oriented Programming, GUI development, software engineering (Java/JavaFX)
- AI, backend development (Python)
- Full-stack web development (JavaScript/TypeScript)
- Functional programming (Haskell, Elm)
- System architecture, low-level coding (Assembly (x86))

Web & Mobile Development

- Backend development (Python/Django)
- Frontend & mobile apps (React/React Native)
- Web design & styling (HTML, CSS)

Algorithms & Computer Science

- Problem-solving, efficiency (Data Structures & Algorithms)
- Memory & process management (Operating Systems)
- Software design, modular programming (Object-Oriented Programming)

Embedded Systems & Hardware

- Microcontrollers (C++, Arduino, ESP32)
- FPGA design (VHDL)
- Circuit design, PCB layout (EasyEDA)

Databases & Cloud Computing

- Database management (SQL)
- Storage, authentication (Firebase)

Development Tools & Platforms

- Version control (Git)
- System administration (Linux)
- Documentation & reports (MS Office, LaTeX)





LANGUAGES

- Romanian (Native)
- English (Fluent)
- Hungarian (Intermediate)
- German (Basic)



HOBBIES & INTERESTS

Music & Guitar

Passionate about playing the guitar, exploring various musical styles, and improving my skills through practice and creativity.

Video Games & Game Design

Enjoy playing video games not only for entertainment, but also for analyzing game mechanics, storytelling, and design concepts.

Technology & Innovation

Fascinated by emerging technologies, constantly exploring new advancements in software, hardware, and digital innovation.