

# Pop Lucas

Student

I am a computer science student with Problem Solving and Game Developing skills obtained through personal projects and competitive programming, and i have a passion for creating and improving.



✉ lucaspop5511@gmail.com

☎ 0750411219

📍 Cluj-Napoca, Romania

🐙 github.com/lucaspop5511

## EDUCATION

### University

UBB - FSEGA - Business Information Systems  
Specialization

10/2022 - 06/2025

Cluj-Napoca, Cluj

#### Courses

- JuniorMind C# Course

## PERSONAL PROJECTS

Completed 1000 exercises on pbinfo.ro  
(09/2019 - 09/2020)

- -all the exercises were solved using C++ in VSCode
- <https://www.pbinfo.ro/profil/lucaspop>

Created a Bullet Dodger game in p5.js (10/2021 - 11/2021)

- -used javascript to program player tracking bullets
- -customized a controllable player
- [https://editor.p5js.org/lucaspop51/sketches/5ieyXr2\\_\\_](https://editor.p5js.org/lucaspop51/sketches/5ieyXr2__)

Designed a fun 'Tickle' game in p5.js (12/2021 - 12/2021)

- -developed a moving ellipse to change direction randomly
- -implemented a highscore visualizer
- -the scope of the game is to keep your mouse inside the ellipse
- <https://editor.p5js.org/lucaspop51/sketches/jO4B9AF9r>

Introduced a random number guesser in p5.js  
(12/2021 - 12/2021)

- -formed a customizable number range variable
- [https://editor.p5js.org/lucaspop51/sketches/\\_FCXqmthU](https://editor.p5js.org/lucaspop51/sketches/_FCXqmthU)

Developed a Hangman game in p5.js (05/2022 - 06/2022)

- <https://editor.p5js.org/lucaspop51/sketches/JL0metTAs>

Designed a random registration plate generator in p5.js  
(07/2022 - 07/2022)

- <https://editor.p5js.org/lucaspop51/sketches/zL132ZBJr>

## SKILLS

C++

C

C#

JavaScript

p5.js

Java

HTML/CSS

React

Swift

PHP

Analytical Thinking

Patience

Problem Solving

Bug and Issue Tracking

Creative Thinking

Perseverance

## LANGUAGES

Romanian

*Native or Bilingual Proficiency*

English

*Full Professional Proficiency*

German

*Limited Working Proficiency*