Iliescu Lucian-Marius

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Education

University Politehnica of Bucharest, Faculty of Automatic Control and

2018 - present

Computer Science, Bachelor

National College "Gheorghe Vranceanu" Bacau,

2014 - 2018

National Baccalaureate - GPA: 9.95

Projects

Router

Implementation of a router forwarding proces using C, with ICMP support and fast lookup in route table using a trie.

Trivia terminal game, (School project)

A game of Trivia, which can be played from the linux comand line. Made using C and the Ncurses library.

Voucher Management Service, (School project)

A Voucher Management Serivice application with GUI, which distributes and gives information about available vouchers. Made using Java and Swing.

Image Compression and Face Recognition, (School project)

Implementation of Image Compression using Singular Value Decomposition and of a face recognition algorithm using Octave.

Pizza Restaurant

A Pizza Restaurant app with GUI, in which the user logs into the app and places his order. Made using C# and Windows Forms.

Skills

C, Java, C#, Assembly, Matlab, Bash

Organisations

Microsoft Student Partners

10/2019 - present

Took part in different workshops about Microsoft Technologies.

Resources

Stack Overflow: https://stackoverflow.com/

Udemy: https://www.udemy.com/

Book: Computer Networks by Andrew S. Tanenbaum Book: Introduction to Algorithms by Thomas H. Cormen