# MACOVEI ALEXANDRU-FABIAN

macoveialexandru.fabian@gmail.com | [_GitHub_] | [_LinkedIn_]

Romania, Brașov, Traian Street, No. 46 | Romania, Galați, Aurel Manolache Alley, No. 10

## TECHNICAL SKILLS

| | |
|---|---|
| **Programming Languages:** | C (3), C++ (3), C# (2), Java (3), JavaScript (3), TypeScript (3), Python (1) |
| **Declarative Languages:** | SQL (2), HTML (2), CSS (2) |
| **Libraries & Frameworks:** | Spring Boot (2), Spring Data JPA (2), ASP.NET Core (1), OpenGL (2), React (1), React Native + Expo (2), Angular (1), Qt (2), WPF (2) |
| **Technologies & Tools:** | Git (1), GitHub (1), WSL (1), PostgreSQL (2), SQL Server (2), MySQL (2), MongoDB (1), Maven (1), CMake (1), Makefile (2), Node (2) |

1 - Beginner
2 - Intermediate
3 - Advanced
4 - Expert

## PROFESSIONAL EXPERIENCE

- **Software Developer Intern @ Wind River Systems Romania (remote)**     **Jul 2024 - Aug 2024**

Developed an OBD-II reader for Android [_github_]
Learned about OBD-II Protocol, Android Bluetooth API, Windows COM Ports

## EDUCATION

- **Bachelor in Computer Science @ Transilvania University of Brașov**     **Oct 2022 - Present (Jul 2025)**

Faculty of Mathematics and Computer Science [_website_]
Received Merit Scholarship for all 5 semesters to date

- **High School Student @ "Mihail Kogalniceanu" High School, Galați**     **Sep 2018 - Jul 2022**

Specialization in Mathematics and Computer Science

## ADDITIONAL INFORMATION

- **Languages:** Romanian (native), English (C1)
- **Athletic Career:**
  - 4th (2021) place at the Nationals Volleyball Championship as the captain of CSS-Arcada Galați junior volleyball team
  - 4th (2016), 2nd (2017) and 4th (2018) places at the National School Sports Olympiad, volleyball
  - "Best Overall Player" Award (2018) at the National School Sports Olympiad, volleyball
- **Hobbies:** Volleyball, Basketball, Cycling, Personal coding projects

## PROJECTS

- **Food delivery system [_github_]**

An on-going project for a real-world restaurant food delivery service. The backend REST services are built with Spring Boot and connected to the MySQL database using Spring Data JPA. The client frontend is a React Native + Expo mobile app. More detailed documentation is available in the repository's [_doc_] folder.

- **Multiplayer pixel drawing [github]**

A personal .NET Framework project containing 2 WinForms apps: a TCP server and a TCP client that can send and receive message to/from the server, both using the built-in System.Net TCP classes. The client can save drawings as CSV files, for later offline editing. Each app instance runs on 2 threads for bidirectional communication, using mutexes for safe concurrency. The server supports any amount of clients and synchronizes all their drawings. The drawing world offers handwritten implementations for translation and zoom functionalities.