Marius Baican

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github.com/mariusbaican

Introduction

Computer Science undergraduate student with a keen eye for detail and a strong interest in building **reliable, scalable software**. Driven by **clean** design, thoughtful testing, and systems that **work and keep working**.

Education

University Politehnica of Bucharest, Bachelor's Degree in Computer Science — Sept 2023 – Present

Experience

Robotics Team Mentor, BrickBot – Focșani, VN — June 2023 – Present

- Introduced **principled design practices** for both hardware and software systems
- Created **custom learning resources** to onboard and support new team members
- Strengthened **leadership and mentoring skills** through active team guidance and process coordination

Projects

BrickBot Robotics Team Website — brickbot.vercel.app

Designed and developed the official website for the robotics team I mentor, aimed at **attracting collaborators**, **increasing visibility**, and **presenting our projects to the public**.

- Implemented a **modular architecture** with reusable React components and server-side rendering via Next.js
- Focused on **clean and responsive UI/UX** aligned with team brandings
- Tech Stack: Tailwind, TypeScript, React, Next.js, HTML, CSS, Vercel

BrickBot Documentation Website — brickbot.vercel.app/docs

Developed a centralized documentation platform to onboard new members and **share essential knowledge**, **tutorials**, and **external resources** for our robotics team.

- Built using MkDocs and Markdown for a **lightweight, fast-loading structure**
- Customized theme and navigation for **clarity and responsiveness**
- Integrated GitHub Pages for seamless CI/CD deployment
- Structured project data with YAML for **scalable** content management
- Tech Stack: Markdown, CSS, MkDocs, GitHub Pages

SimplicityFTC Open-Source Programming Library — github.com/SimplicityFTC/

Built a **performance-oriented** robotics library for teams in the FIRST Tech Challenge, **simplifying** robot programming while integrating **powerful, competition-ready tools**.

- Implemented a structured logging system for in-match and test diagnostics
- Added read/write caching to **reduce hardware latency and CPU load**
- Developed a command-based framework for **modular, readable control logic**
- Created a Bézier curve-based autonomous path follower with smooth motion
- Integrated Motion Profiling and a PDFS (Proportional, Derivative, Feedforward and Static terms) controller
- Tech Stack: Java

Technologies

Languages: C, Java, HTML, CSS, JavaScript, TypeScript

Technologies: Tailwind CSS, React.js, Next.js, Vercel, Linux, Git, GitHub Pages