

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: TypeScript, React, Next.js, HTML, CSS

BrickBot Documentation Website brickbot.vercel.app/docs

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.

- 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 PDFFS (Proportional, Derivative, Feedforward and Static terms) controller
- Tech Stack: Java

Technologies

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

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