Marius Maftei

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Education

🛡️ ALEXANDRU IOAN CUZA UNIVERSITY
Bachelor's Degree in Computer Science

📅 Sept 2021 - Present   📍 Romania, Iași

Second year

🎓 ALEXANDRU IOAN CUZA HIGH SCHOOL
Math & Computer Science

📅 Sep 2017 - May 2021   📍 Romania, Iași

Grade: 9.06

Links

 GitHub   **mariusmafteiv**

in Linkedin   **mariusmafteiv**

Volunteering

ASII
📅 Oct 2021 - Dec 2022   📍 Romania, Iași

Graphic Designer. Made thematic design for "Bal de caritate" 2021. Made posters, and flyers for projects like FII Practic, FiiCode etc.

APSTI
📅 Sep 2022 - Present   📍 Romania, Iași

Helped with charitable activities. I am the association designer and also help with photographing and recording.

About Me

My name is Maftei Marius - Vasilică, I am 21 years old and currently studying Computer Science. I am a teenager eager to learn more about programming. I usually spend my leisure time going on walks and meditating or listening to podcasts. I like participating in volunteer activities, getting challenged and getting out of my comfort zone, and learning new skills.

Skills

EXPERIENCED IN
Data Structures • Object-Oriented Programming • Advanced Programming

PROGRAMMING LANGUAGES
Java • C/C++ • HTML • CSS • Javascript • C# • PHP

TECHNOLOGIES
Git • VS Code • IntelliJ • Unity • React • Eclipse • Spring • Docker

LANGUAGES
Romanian • English • Spanish (Learning)

ADOBE
Adobe Photoshop • Adobe Illustrator • Adobe PremierePro

MICROSOFT OFFICE SUITE
Microsoft Word • Microsoft Excel • Microsoft PowerPoint

Soft Skills

Self Learner • Competencies • Teamwork • Creativity • Adaptability • Punctuality • Critical Thinking • Open-mindedness • Communication

Recent Projects

CAR-RALLY
C++

📅 Nov 2021 – Jan 2022

Project made for Faculty of Computer Science - Introducing in Programming. Made a game by the description of the Car-Rally from the "Olimpiada jocurilor rationale" book. The game calculates the possible moves a player can do and shows a matrix with the possible moves for each of them. Current modes are: single-player and multiplayer, up to 3 players.

COMPILER
YACC | Lex

📅 Dec 2021 – Feb 2022

Project made for Faculty of Computer Science - Formal Languages, Automata and Compilers. Created my own compiler for the C++ syntax using Yacc and lex. It can create functions and call them, user-defined data types similar to classes. Creates a symbol table regarding information about variable or constant identifiers (type, value), and function identifiers (the returned type, the type and name of each formal parameter). The program also provides semantic analysis.