

# Marius Maftei

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## Education

### ALEXANDRU IOAN CUZA UNIVERSITY

BACHELOR'S DEGREE IN COMPUTER SCIENCE

Sept 2021 - Present Romania, Iași

### ALEXANDRU IOAN CUZA HIGH SCHOOL

MATH & COMPUTER SCIENCE

Sep 2017 - May 2021 Romania, Iași

## Work Experience

### MANAGER - MCDONALD'S

Jul 2023 - Present Romania, Iași

- **Leading** a team, ensuring efficient workflow and high-quality customer service.
- **Developing** leadership and problem-solving skills in a fast-paced environment.

## Links

GitHub [mariusmafteiv](#)  
LinkedIn [mariusmafteiv](#)

## Volunteering

### ASII

Oct 2021 - Dec 2022 Romania, Iași

Graphic Designer. Designed thematic visuals for 'Bal de caritate' 2021" Created promotional materials (posters, flyers) for projects such as FII Practic and FiiCode

### APSTI

Sep 2022 - Dec 2023 Romania, Iași

Helped with charitable activities. I was the association designer and also helped with photographing and recording events.

## Skills

### KEY COMPETENCIES

Data Structures • Object-Oriented Programming • Advanced Programming • Embedded Systems

### TECHNOLOGIES

- **Programming Languages:** Java, C#, C, C++, PHP, JavaScript, SQL, PL/SQL
- **Frontend Development:** React, HTML, CSS, JavaScript
- **Backend Development:** Java (Spring), PHP, SQL (PL/SQL, MySQL, PostgreSQL)
- **Embedded/System Development:** C, C++, Verilog
- **Tools & Environments:** Git, VS Code, IntelliJ, Eclipse, Unity, Oracle Express

### CREATIVE & OFFICE TOOLS

- **Adobe:** Photoshop, Illustrator, Premiere Pro
- **Microsoft Office:** Word, Excel, PowerPoint

### LANGUAGES

Romanian • English • Spanish (Beginner)

## Soft Skills

Problem-Solving • Teamwork • Critical Thinking • Adaptability • Communication • Attention to Detail • Fast Learner

## Recent Projects

### CAR-RALLY

C++

Nov 2021 - Jan 2022

Project made for Faculty of Computer Science - Introducing in Programming. Developed a game implementing movement logic from "Olimpiada jocurilor raționale" book. Supports single-player & multiplayer.

### COMPILER

YACC | LEX

Dec 2021 - Feb 2022

Project made for Faculty of Computer Science - Formal Languages, Automata and Compilers. Developed a custom C++ compiler using Yacc and Lex, supporting functions, user-defined types, and semantic analysis