



Marius Maftei

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Education

 **ALEXANDRU IOAN CUZA UNIVERSITY**
BACHELOR'S DEGREE IN COMPUTER SCIENCE
📅 Sept 2021 - Present 📍 Romania, Iași
2nd Year

 **ALEXANDRU IOAN CUZA HIGH SCHOOL**
MATH & COMPUTER SCIENCE
📅 Sep 2017 - May 2021 📍 Romania, Iași
Grade: 9,06

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