

# Mihai Cosmin Rosu

Computer Science Student

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GitHub <https://github.com/mehigh8>

## Education

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2020-09 - Current

### Bachelor of Science: Computer Science

Faculty of Automatic Control And Computer Science - Bucharest, Romania

- **Expected graduation year: 2024**
- **Average grade in the first two years: 9.35 out of 10.00**
- Relevant coursework: Operating Systems Usage (Bash), Data Structures (C), Object-Oriented Programming (Java), Algorithm Analysis, Numerical Methods (MATLAB), Computer Programming (C), Algorithm Design, Programming Paradigms (Racket, Haskell, Prolog), Parallel and Distributed Algorithms (C, Java, MPI/C), Computer Graphics (OpenGL/C++).

## Relevant Projects

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May 2022

### Halite 2016 Bot

- Project: [https://github.com/mehigh8/HaliteBot\\_FirstForce](https://github.com/mehigh8/HaliteBot_FirstForce)
- Implemented a **Java** bot based on the Halite starter package. It uses a **greedy** approach to determine the best way to expand on the two dimensional grid by calculating every tile's worth value taking into consideration the current state of the map.
- Finished 4th in the 2022 University competition.

April 2022

### Unity/C# Android App

- Project and APK: <https://github.com/mehigh8/Gyroscope>
- Developed an application using **Unity Game Engine** that rotates the camera inside the scene by using the phone's built-in **gyroscope**.
- [Documentation](#) describing the details behind the project.

December 2021

### Comparison between Hashtable and Treap

- Project: <https://github.com/mehigh8/HashtableTreapComparison>
- Implemented both **data structures** in **C**, and generated tests of varying sizes.
- Ran said tests on each of them and compared the results to determine which one is more **time efficient** when there are applied various operations such as inserting, removing or modifying.
- [Six-page documentation](#) explaining the project step by step.

March 2021

### Load Balancer

- Project: <https://github.com/mehigh8/LoadBalancer>
- Implemented in **C** using consistent **hashing**.
- Based on a **hash ring**, which has multiple servers (can add or delete servers) that store tasks by using the load balancer so that the workload is evenly distributed.

## Extracurricular Activities and Awards

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- **Game Development Competitions/Jams**, improved **teamwork** and **critical thinking**, developed a theme based game using Unity in 72 hours together with 2/3 other people; 2020,2022
- **Certified with Baccalaureate level by ECDL**, during my last year of high school, 2020
- **Great results in the County Computer Science Olympiad**, Top 30% in 2017, Top 25% in 2018, enhanced my **problem solving** skills.

## Skills

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- Programming languages:
  - **Intermediate: C, C++, C#, Java**
  - Beginner: Racket, Haskell, Prolog, Python, MATLAB, Assembly, Bash
- Communication languages:
  - **English: Fluent**