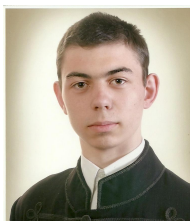


PERSONAL INFORMATION

Miklós Erik



📍 Strada Observatorului Nr. 34, 400489 Cluj-Napoca (Romania)

☎ (+40) 732 657 713

✉ miklos_erik@yahoo.com

STUDIES APPLIED FOR

Internship / Training

EDUCATION AND TRAINING

1 Oct 2012–Present

Universitatea Technica din Cluj-Napoca Facultatea de Automatizari si Calculatoare, Cluj-Napoca (Romania)

Microprocessors, Computer Architecture, Software Engineering, Programming, Artificial Intelligence, Data bases, Operating Systems, Algorithms.

Sep 2008–Jun 2012

Baccalaureate diploma

Liceul Teoretic Nagy Mozes, Targu Secuiesc (Romania)

mathematics, informatics department

PERSONAL SKILLS

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C2	C1	C1	B2

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user
Common European Framework of Reference for Languages

Communication skills

-Good communication skills, Team player, Open minded

Job-related skills

-Team spirit, Capacity to work independently, Problem solving skills, Analytical mind

Computer skills

-Price II. in "Olimpiada Judeteana de Informatica" 2010, 2011, 2012

-European Computer Driving License Complete (ECDL)

-Programing certificate

-Programming in C, Java, HTML, PHP, CSS, Python, VHDL

Other skills

-Musical instruments: guitar, bass guitar, piano

Driving licence

B

ADDITIONAL INFORMATION

Projects

Project for programming certificate exam: Determinant calculator with fractional numbers. Language C/C++.

Project: "Reclama Publicitara" - Displaying dates in four seven segment displays, with animations on Xilinx Spartan 3E FPGA. Language VHDL. Scope: Hardware programming, basics and understanding the philosophy of VHDL language.

Project: Assembly language - Operations with text files and predefined commands. Language Assembly x86. Scope: Understanding the basics of low level programming languages, and processor instructions.

Project: "Sokoban Ice" - Windows application, an own version of game Sokoban with Graphical User Interface. Language: Java. Scope: Basics of OOP, implementing GUI and listeners in Java.

Project: "InstantDj" - MySQL data base for an imaginary business. Language: MySQL, Java. Scope: Basics of data bases and of MySQL language.

Project: "Calculator with polynomials" - Basic operations with polynomials. Language: Java. Scope: understanding OOP techniques.

Project: "Sisteme de prelucrare grafica" - Implementation of an tropical scene. Language: C/C++. Scope: Basic use of OpenGL.

Project: "Online ticketing" - A website for online ticket buying. Language: HTML, PHP, MySQL. Scope: Example of software projecting.

Project: "Snake" - The classic Snake game implemented in Arduino Mega 2560. Language: Arduino C. Scope: Microprocessor programming first project.