phone: +40 0770 561 569

email: razvanroatis91@gmail.com

https://github.com/Burbon13

https://www.linkedin.com/in/razvan-roatis-7311aa139

# Roatiș Răzvan

## Experience

- Aug 2017 – Sept 2017: Scholarship at **Stabiplan**
  - Developed small games in Unity
    - a game where the player controls a small sphere and tries to collect points from the map; the points are shown as cubes and they have different animations (moving up and down, rotating in a circle); the map is like a labyrinth and all the points have to be collected in order to win
    - a 2D game where the player has to fight monsters and gather food in order to survive; the monsters react to the player's proximity and attack him; the player can attack and kill the monsters, can use food in order to increase his health and is able to destroy the inner walls in order to get to the exit; all the levels are randomly generated and the difficulty increases with each level, by raising the attack force of the monsters
  - Created a flower menu for the "Bloom" gesture from Hololens where each item, when clicked, opens a submenu and the main menu becomes blurred

## Education

- BABEȘ-BOLYAI UNIVERSITY, B.S Computer Science, Graduating in 2020
  - **OOP in C++** - STL, Lambda Functions, Template, Inheritance, Polymorphism, Exception Safe Code, QT, Observer pattern, Model View Controller, UML Diagrams, truck management application with GUI
  - **Fundamentals of programming in Python** - DTO, GRASP, unittest, Debug, Complexity Analysis, Recursivity, Divide-et-impera, Backtracking, Sorting algorithms, Greedy algorithms, Dynamic programming
  - **Graph Theory**
  - **Assembly X86**
  - **OS** - Threads, Processes, GREP, SED, AWK, UNIX Shell programming
- "Andrei Șaguna" National College, Romania, 2013 – 2017

## Achievements

- Qualified two times at the American Computer Science League 2016 (Nashua, New Hampshire) & 2017 (Newbury Park, California)
- Qualified two times at the National Olympiad in Informatics 2015 & 2017 (bronze medal)
- Third place at PROSOFT@NT national coding contest 2015
- First place at Info-Moisil – Software Creation 2016
- 2nd place at Catalysts coding contest November 2018
- Innovation Labs 2018 - My team and I implemented a Hololens demo app to help the visually impaired people
- Techsylvania Hackathon 2018 - Our team's project consisted in creating a virtual bank assistant (Facebook chatbot) in order to get rid of the time wasted when using call centers; my role was to train the neural network (Wit.ai) to respond properly to the clients' requests
- Hack4Cluj 2018 - Parking app which lets the user rent his parking

## Skills

- Strong background in data structures and algorithms**,** C++**,** Qt**,** Unity**,** Kotlin, Android, Firebase**,** Python

## Personal projects

- Currently working on two Kotlin-Android projects:
  - Steganography app which will encrypt/decrypt text from a picture based on a key
  - App which "Buzzes" your friends if something important happened (using Firebase)