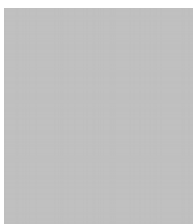



PERSONAL INFORMATION

Enache Alexandru-Madalin



 Dorobanti 1, bloc 20/1, ap 1, Buzau, Buzau, Romania

0766842572



alexandru-madalin.enache@my.fmi.unibuc.ro

Sex M | Date of birth 12/07/1996 | Nationality Romanian

EDUCATION AND TRAINING

2015 – ACTUAL

Faculty of Mathematics and Computer Science, University of Bucharest

▪Intensive Computer science , Mathematics

2011 - 2015

Diploma de Bacalaureat

Liceul Teoretic „Al. Marghiloman Buzau”, jud. Buzau

▪Intensive Computer science , Mathematics

PERSONAL SKILLS

MOTHER TONGUE(S)

Romanian

OTHER LANGUAGE(S)

	UNDERSTANDING		SPEAKING		WRITING
	LISTENING	READING	SPOKEN INTERACTION	SPOKEN PRODUCTION	
English	B2	B2	B2	B2	B2
Francais	B2	B2	B2	B2	B2

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

DIGITAL COMPETENCE

SELF-ASSESSMENT				
INFORMATION PROCESSING	COMMUNICATION	CONTENT CREATION	SAFETY	PROBLEM SOLVING
PROFICIENT USER	PROFICIENT USER	PROFICIENT USER	PROFICIENT USER	PROFICIENT USER

Levels: Basic user - Independent user - Proficient user
Digital competences - Self-assessment grid

- good command of office suite (word processor, spread sheet, presentation software)
- good command of photo editing software gained as an amateur photographer
- good command of games testing

Skills: C/C++, Java, POO, algorithms, data structures, operating systems, HTML, CSS, JavaScript, MySQL.

Projects: (GITHUB : <https://github.com/msschh>)

1) FTP Application

Client-server application with login and register realized in Java using threads, sockets and mysql database. After login, the client can do the following:

- Upload a file in the server.
- Search if another user is online. If he is, the user can send a file to the other(only if he accepts the transfer).
- Download a file from the server.

2) Client-Server application

The application was realized in Windows using WinSock and Threads. When a client makes a request, the server creates a thread with a socket where it receives a series of messages, processed them and sends an answer to the client.

3) Is a point inside the convex hull of a set of discs?

This project was done in a team of 2 people. Thus, I was able to understand what it is like to have some contradictory discussions, else succeeding on getting a better result by combining the best of the two opinions than if we had chosen just one of the solutions. The project was developed entirely in Java: implementing the algorithm for finding the convex hull, membership of a point in this hull and the graphical representation.

4) Air Hockey using JavaScript with Canvas

In this project I learned the basics of web programming, how to use JavaScript to make the connection between user and computer, but also how to position front-end elements in page.

5) Sets, Operations on Sets in C++ using OOP

In this project I familiarized with OOP principles (encapsulation, abstraction, polymorphism, hierarchy) and OOP elements such as classes, objects, variables and static methods, templates, virtual methods, operators overloading etc.

6) Connect4 in C using the SDL library

In this project I learned the basic level of SDL library to create a game interface and implement two game modes: player vs. player and player vs. computer. In addition, I used the Google search engine to learn how to use SDL library and find solutions to some errors during implementation.

7) Study about the Sorting Algorithms

Windows Forms Application about the sorting algorithms realized in C#. The application explains the main sorting algorithms (implementation, complexity etc.) and has a graphic presentation where we can see how a given array is sorted for every one of them.

Hobbyuri: I like doing sports, reading (especially fantasy), listen to music and to walk.