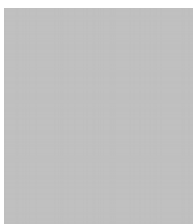## PERSONAL INFORMATION

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) *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.

2) *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.

3) *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.

4) *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.

5) *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.

6) *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.