

Dan Nicholas-Bogdan

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📍 Bucharest, Romania

🐙 Github

Education

2022 – 2026	Faculty of Automatic Control and Computer Science, UPB
Bucharest, Romania	<i>Automatic Control and System Engineering</i>
2018 – 2022	Mihai Eminescu National College
Bucharest, Romania	

Relevant Coursework

Object-Oriented Programming(C++), Computer Programming (C), Introduction to Operating Systems (Linux), Numerical Methods (MATLAB), JavaScript Course Udemy

Projects

2023	Zebra Hackathon 2023 🔗 <i>This was my first Hackathon and it managed to show me the power of teamwork by doing a website for a GreenEnergy company. It helped me to think outside the box and was a crash course in collaboration, problem-solving, and thinking on our feet.</i>
2023	LanParty Homework 🔗 <i>I developed a LanParty Homework application in C, automating the team record-keeping process based on specific requirements. This experience enhanced my ability to efficiently manage and organize team data.</i>
2023	Broken Link Checker 🔗 <i>Collaborated with a team of four to create a Python-based broken link checker website, which verifies the existence of each provided link, showcasing effective teamwork and proficiency in web development programming.</i>
2023	Portofolio Website 🔗 <i>Personal website with details about myself, links to my projects and contact by email section made in HTML, CSS and JS.</i>

Languages

- English - B2

Skills

C	● ● ● ● ●	C++	● ● ● ● ●
JavaScript	● ● ● ● ●	HTML/CSS	● ● ● ● ●
Matlab	● ● ● ● ●	Git	● ● ● ● ●

Hobbies

- Web Development
- Game Development
- Coding
- Team Sports
- Piano (self-taught)