

Neacsu Mihnea-Valentin

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Education:

- University of Bucharest, BS in Computer Science, 2023-expected graduation 2026, in the Olympics' class. 1st year average grade 9.9/10.
- Relevant coursework: OOP in Java, Artificial Intelligence.

Work experience:

- **FMI No Stress 13:** I sat on the Scientific Committee for the 13th edition of my university's yearly programming contest for first-years, for which I set tasks.

Skills:

- Programming languages: C++, Python, Go, Java, Haskell, JavaScript, SQL, Assembly.
- Technologies: Linux, Git, Bash, PostgreSQL.
- Frameworks: Django.

Projects (full list on Github):

- **CPU Simulator (Go):** I developed a simulator for an embedded CPU, in a team of 2, written in Go, that implements process scheduling algorithms and computes several metrics (CPU usage, wait times...)
- **Pool Game (C++):** I designed and implemented a physics engine for a game of pool, using OOP. It includes core mechanics such as ball-ball collision, ball-wall collision, potting, and roll simulation. Also implemented a text-based demo of a pool game on top of it.
- **Game of Life:** I implemented a simulator for Conway's Game of Life in x86 assembly language.

Honors & Awards:

- 1 silver medal (2022) at the Romanian National Olympiad in Informatics.
- Top 20% ranking at the Romanian Collegiate Programming Contest (RCPC), 2024, in a team of 3.
- 2 silver medals (2021, 2023) and 1 bronze medal (2022) at the Romanian National Mathematics Olympiad.