

CHICHIRAU RAZVAN-NICOLAE

Computer Science student



About

I am a fun, hard working creative who strives for excellence in everything I do. I'm an avid learner and seek to enhance the lives of everyone around me.

Skills and Abilities

- C / C++
- macOS
- back-end development
- 80-90 WPM typing speed

Contact

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Personal Projects

keywords: C++ / socket / pipe / SFML

"SMART FARMER" 2D GAME

The game is based of the original rules of "Smart Farmer". Long story short, you need to surround different animals with fences, but in a closed perimeter there are allowed only the same types of animals.

SIMULATION OF PUBLIC TRANSPORT

This application simulates a network of public transport with 2D graphics. When a client is requesting information about the closest bus or tram available which also is passing by client's location and destination, the algorithm returns the optimal solution.

Documentation can be seen at following link:
<https://drive.google.com/drive/folders/1CVhvfAtUXSQ1wUX0nsmrBqYMXL2t4S1?usp=sharing>

ACADEMIC HISTORY

"ALEXANDRU IOAN CUZA" UNIVERSITY OF IASI

Student of Computer Science, 2021 - present

THEORETICAL HIGH SCHOOL

"MIRON COSTIN" IASI

Graduated with High Honors, 2009-2021