Zaharie Stefan-Florin, Computer Science Student

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Profile

I am Stefan, a second-year Computer Science student at the University of Bucharest. With a growing interest in open-source software and low-level programming, I am enthusiastic about Linux and embedded systems. Eager to gain practical experience, I am looking forward to contributing to innovative projects while expanding my skills.

Languages

Romanian • English

Skills

Programming

Mainly:

- Backend development
- Low-level programming
- • • SysOps
 - Administrating Linux servers
 - Networking
 - Securing Linux systems

DevOps

- Docker
- Github actions
- Deploying to cloud solutions

Awards

First Place - County Stage, National Informatics Olympiad, OSEPI

Awarded in final year of high school for outstanding performance in Computer Science; qualified for national-level competition.

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2021

Education

Bachelor of Science in Computer

2021 - 2025 | Bucharest, Romania

Science, University of Bucharest,

Faculty of Mathematics and Computer

Science 🛮

During my studies in Computer Science at the University of Bucharest, I have gained hands-on experience with a diverse range of topics, including Algorithms and Data Structures, Design Patterns, Version Control Systems (Git), Object-Oriented Programming, Networking (including CCNA), Automata Theory, Database Systems (SQL), Containerization (Docker), and Functional Programming. I have worked with multiple programming languages such as C/C++, Python, Java, Rust, Assembly (GAS x86), Haskell, C# (with ASP.NET Core), and HTML/CSS/JavaScript, applying these skills to various academic projects and coursework.

Projects

TaskMan, ASP.NET Core, Angluar 🛮

2024

Developed a feature-rich web application for managing multiple projects and tasks collaboratively, with roles-based access control. Leveraged .NET Core for the backend and Angular for the frontend to create a robust and scalable solution. Features include project-specific task management, user privileges, and an intuitive interface for efficient team collaboration.

Networking Class Project, Python

2024

Developed a comprehensive networking project for grading purposes, featuring implementations of various network tasks using Python with Scapy. Tasks include a traceroute application, a DNS server, a DNS tunnel, an ARP spoofing attack, and a TCP hijacking attack. The project was conducted in a Docker environment for isolated testing and security.

Catalog, Java ☑

2024

Developed a CRUD backend using Spring with JDBC for a school catalog system. The project provides a simple API for storing and managing student, teacher, course, and grade information. Utilized Spring framework for robust backend development and JDBC for database interactions.

Disk Analyzer, C

2023

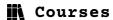
Developed a comprehensive disk analyzer tool in C, featuring a SysV daemon and a CLI application. The CLI app allows users to send analysis requests to the SysV daemon using Unix sockets. The daemon processes these requests in a multithreaded manner, enhancing performance and responsiveness in disk operations.

Pacman, C++ ☑ 2023

Developed a partial recreation of the classic game Pacman in C++ using the SFML library. Applied Object-Oriented Programming principles as requested by the teacher, focusing on encapsulation, inheritance, and polymorphism. Implemented core gameplay mechanics and graphical elements, demonstrating proficiency in Design Patterns and OOP concepts.

Wordle, Python ☑ 2022

Developed a Python implementation of the popular game Wordle using Pygame. The project includes an entropy-based bot capable of optimally guessing words from the dictionary in a random order.



Rust Workshop

2023 | Bucharest, Romania

- Participated in a 2-day Rust Workshop, gaining practical experience with basic Rust programming concepts and techniques.
- Led an embedded project involving the simulation of a semaphore using two Raspberry Pi Zero devices. One Pi served as the server (representing the semaphore), while the other acted as the client (representing a pedestrian). Implemented communication between the devices to simulate pedestrian requests for semaphore access, demonstrating proficiency in embedded systems and network communication.

Wellcode Programming Program

2020 - 2021 | Cluj, Romania

- Engaged in the Wellcode program during high school, which served as an initial introduction to programming concepts.
- Received foundational guidance and mentorship in programming, leading to participation in programming competitions, including the Olympiad, despite having no prior experience. This experience cultivated a passion for programming and problem-solving from an early stage.