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

- Backend development
- Embedded programming
- Low-level coding

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- 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

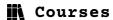
Developed a comprehensive disk analyzer tool in C with Makefile, featuring a SysV daemon and a CLI application. The CLI app allows users to send analysis requests to the SysV daemon using Unix sockets. The daemon processes these requests in a multithreaded manner, enhancing performance and responsiveness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