

# Radu Mihai Anghelescu

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## EDUCATION

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### Bachelor's Degree in Computer Science and Engineering

University POLITEHNICA of Bucharest, **Faculty of Automatic Control and Computer Science**

Relevant Coursework: Computer Programming, Use of Operating Systems, Data Structures and Algorithms, Object-Oriented Programming, Algorithm Analysis and Design, Parallel and Distributed Computing

2021-2025

### High School Diploma

Alexandru Ioan Cuza Theoretical High School, Mathematics and Intensive Informatics

Baccalaureate diploma : 9.35/10

2017-2021

## PROJECTS

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#### • Web Client for Virtual Library

This **C++** client program manages library operations through a server. Users can register, login, and perform actions like viewing books or adding new ones. The project utilizes **network programming** with sockets and HTTP for communication, and **JSON data format** for sending and receiving information.

#### • Task Scheduler

This project simulates a multithreaded host in a datacenter that manages tasks in a efficient way. **Java proficiency** is used to implement a **priority queue** for prioritizing tasks based on their urgency. The host leverages **multithreading** to handle tasks concurrently. **Preemption handling** ensures high-priority tasks can interrupt lower-priority ones.

#### • Smart Stream Recommendation System

**Java** project implementation is based on user and creator data. It uses the Command, Factory, Singleton, and Iterator design patterns. The system recommends streams, allows users to listen to and view their history, and lets creators add, list, and delete streams.

#### • Chess Bot

The chess bot was developed in **C++**. It interacts with the xBoard interface. This code utilizes **Object-Oriented Programming** to implement the logic for chess pieces. This bot can play moves, recognise when it's in check and defend itself.

#### • File System Simulator

Developed a command-line file system simulator using **C** and **Binary Search Trees (BSTs)**. Implemented core functionalities like creating/deleting files & directories, listing contents, and navigating the directory structure. It uses resources in an efficient way making it easy to store or access data.

#### • 2D Home Defence

Developed this game using **C++**, **glm** and **OpenGL**. The front-end of this project implements **drag and drop**, clicks on objects that appear random to collect money and **animations** (spinning stars, scaling and disappearing cannons). Back-end keeps count of every system in the game and implements a **collision detection**

## PROGRAMMING LANGUAGES AND SKILLS

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**INTERMEDIATE:** C++

**BASIC:** Git, C, Python, Java, Assembly, Haskell, Racket, Matlab, Octave

**Languages:** English, Romanian(native), Spanish(beginner)

## CERTIFICATIONS

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### Cyber-Security Web Track Certificate

Acquired 2023 at Faculty of Automatic Control and Computers

Web Basics, Session Management, Access Control, Securing Communication, SQL Injection, API Vulnerabilities

### ECDL Certificate

Acquired 2021

**Cambridge English Level 1 Certificate in ESOL International First Certificate in English**

Acquired 2019, Level B2