



# Catarama Radu

SOFTWARE ENGINEER

## Details

+40773886247

[catarama.radu22@gmail.com](mailto:catarama.radu22@gmail.com)

## Links

[Github](#)

[LinkedIn](#)

## Skills

Computer Programming

Python Programming

C Programming

C++ Programming

Front-End Development

Database Management

## Profile

Self-directed and motivated Software Engineer experienced working effectively in dynamic environments. Fluent in C, C++, C# and Python 3 programming languages.

## Education

**Bachelor in Computer Science, Technical University Of Cluj-Napoca**

SEPTEMBER 2019 – MAY 2023

Field of study: Automation and Applied Informatics

**A-Levels, National College "Gheorghe Lazar", Sibiu**

SEPTEMBER 2015 – MAY 2019

## Accomplishments

**Zero Robotics High School Tournament 2018 - Virtual Finals Champion, Boston, MA**

OCTOBER 2018 – FEBRUARY 2019

First place on Virtual Finals with my team named Valak. The tournament consists of coding NASA's ECO-SPHERES to do various tasks. Our code was run live on the International Space Station.

**HashCode**

2019

Managed to place above half of all participating teams. We had to find the highest score given solution for a complex engineering problem.

**Intel Edge AI Scholarship - Foundation Course**

NOVEMBER 2019 – MARCH 2020

During this course, I have learned the basics of AI at the Edge, how to use pre-trained models, convert models with the Model Optimizer, utilize the Inference Engine, and some additional knowledge about edge applications.

**Google Developer Challenge Scholarship: Front-End Web Dev**

OCTOBER 2018 – FEBRUARY 2019

Learned how to convert digital design mockups into static web pages and how to build a Responsive web site.

**Oracle Academy - Database Design and SQL Programming**

JANUARY 2018 – DECEMBER 2018

In this course, I had to analyze complex business scenarios and create a data model. Basic SQL syntax and the rules for constructing valid SQL statements were used.

## Projects

**Backtracking Algorithm Visualizer, made in Python 3**

Created a completely playable Sudoku game with a well-designed GUI. The main feature of the game is the Magical button which starts solving the Sudoku, utilizing the well known Backtracking Algorithm with every step easy to see and understand.

[GitHub](#)

**Voiced Based Chat-Bot, made in Python 3**

A simple Chat-Bot that is using AI to understand questions and find the best answer for them. The Chat-Bot understands either voice told questions either keyboard wrote questions.

[GitHub](#)

**Reworked Snake Game, made in C#**

Reworked the classical Snake Game to be based on 2 players, added obstacles and different types of food. The second player can be another person or some simple AI.