Andrei-Mircea Sabău

Email: sabau_andrei1998@yahoo.com
Phone: +40741307018
Github: https://github.com/sabauandrei98
LinkedIn: www.linkedin.com/in/andreisabau98

WORK EXPERIENCE

- **July 2019 – Present (Full time Intern) C/C++ Software Developer at Telenav.**
- **March 2019 – June 2019 (2.5 months, Full time Intern) C/C++ Software Developer at Telenav.** As interns, we developed a racing game simulation using an OpenGL open source library.
- **July – August 2018 (1 month, Full time Intern) .Net Developer at IQuest.**
  - Worked in a team and developed a Desktop and Web application communicating through an API Server that allows the employees of a company to send requests, in order to plan their vacation. An administrator could accept/reject these requests.

EDUCATION

- **October 2017 – July 2020**, Babeş-Bolyai University of Cluj Napoca, Faculty of Mathematics and Computer Science, Bachelor's in Computer Science

LICENCE WORK

- **Base Idea**: A challenge-based training platform to improve coding skills with fun turn based Unity games. For each user there is a **Unity Client** (visual representation of the game), a **Python Client** (the source code, game strategy) and a **Python Server** (the host) which links both clients. The game is played in turns and by using TCP protocol, data is sent between unity, server and client.
  Project documentation   Project Source code

PERSONAL PROJECTS

Unity (Mobile) C#

- **Dungeon Pixel Fighters (Work in progress)** – This is the biggest personal project so far. Pixel art dungeon style game for mobile devices. The game features 5 heroes that have to fight against many kinds of entities, the game allowing the user to craft, upgrade and enhance items, gather resources while away, customize and level up the heroes, all of these features being combined into a catchy polished pixel art.
- **Pizza Ordering (Work in progress)** – Mobile app that allows the user to "build" a pizza by choosing its ingredients. The order is automatically sent to different pizza providers based on client preference using phone SMS system.
- **Omid** – Next generation of Flappy Bird. Fast pacing game about overcoming obstacles.
- **Jelly Blocks** – A turn based board game, the extended version of a console based C++ program. Let the opponent without moves and win the game.
- **Angle Architect** – Test your mathematical abilities and draw specific angles.
- **Cosmic Dot** – Rely on the phone accelerometer to move the player and complete each level puzzle.
- **Simon Memory** – Follow the pattern and repeat the same combination to move on to the next round.
- **2048** – Swipe to move the tiles. When two tiles with the same number touch, they merge into one!

Unity (Windows) C#
- **Solar System Planets** – A visual representation containing the system orbits and information about each planet. High school digital competences certificate project.

VS ASP.NET C#
- **Barcode reader and generator using WebCam** – This is an app that allows the user to scan and generate QR codes using the webcam. The project was made using ASP.NET framework and ZXing plugin.

VS Windows Forms .NET C#
- **Minesweeper** – The classic game. Clear a rectangular board containing hidden mines.
- **Conversions calculator** – Addition, subtraction, multiplication and division in a base. Conversions using substitution method or successive divisions and rapid conversions.

Console Application C++
- **Car Evaluation Machine Learning** – Predict the acceptability of car using a **data set** and Random Forest method.

SKILLS

- **C/C++ -** Experienced
- **Python** – Intermediate
- **AI –** Basic knowledge due to the participation in AI contests on **Codingame**

- **Unity C# -** Intermediate
- **.Net C# -** Intermediate

AWARDS AND DISTINCTIONS

- Qualified for the National Olympiad of Informatics (2016)
- Qualified for the National Olympiad of Information Technology (.Net Applications) (2016, 2017)