

Sebastian-Valentin Huțanu

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Education

Politehnica University of Bucharest

Bachelor Student

Automatic Control and Computer Science, 3rd Year

2022–Present

○ Cumulative GPA: 8.20/10

○ Favorite Courses: *Local Networks, Communication Protocols, Introduction in Computer Architecture, Formal Languages and Automata, Digital Electronics, Operating Systems*

Achievements

2024: Innovation Labs – Developed an innovative **educational software** designed to help high school students understand the social and psychological impact of communist ideology in Romania. Backed by **Politehnica University of Bucharest** and the **U.S. Embassy**, this project reached the semifinals and is set to launch in schools next year.

2023: SAP Build Student Challenge – 2nd Place – Developed a **sales platform** using **SAP tools** and presented a simulated sales pitch to a panel. This experience strengthened both my technical expertise and communication skills.

2023: BESTEM '23 Ubisoft – 2nd Place – Developed a **game** in 24 hours as part of a team challenge. Demonstrated game development, design expertise, and strong time management under pressure.

Experience

02/2024-06/2024: Trainee @rinf.tech - Completed a two-month training in **OOP, DevOps, Cybersecurity**, and **.NET**, followed by three months of hands-on experience tackling real tasks—writing unit tests, deploying with Jenkins, parsing HTML requests, and debugging or refining code in larger projects.

06/2024-11/2024: CTO @Historia Horizon - Secured U.S. Embassy funding through the Innovation Labs Program to develop an **educational game-based software**. Led a team that grew from developers and a sociologist to include historians, artists, and writers. Gained experience in **team coordination, business strategy**, and **cross-disciplinary collaboration** while balancing technical and creative development.

Projects

Lexer in Python: Developed an optimized lexer from scratch using **Automata Theory**, capable of identifying matching text patterns based on lexemes.

Malware Detection in C++/Python: Developed a parser to **decode TCP** data from PCAP files, extracting antivirus logs. Trained an **ML model** on these logs to detect malware.

Web Client in C++: Developed a web client using the **HTTP** protocol to interact with a **REST API**, simulating a library system with various commands.

Minishell in Rust: Developed a **mini shell** supporting external commands with arguments, internal commands, redirections, pipes, and compound command execution with multiple operators.

Banking App in Java: Developed a command-line banking app simulation, applying and deepening my knowledge of various **design patterns**.

Skills

Programming Languages: C, C++, Java, Rust, Python, x86 Assembly, C#, MATLAB, Racket, Haskell

Other Technical Skills: Bash, OpenGL, Unity, Circuits Design, Verilog, Embedded Programming, Good Understanding of Computer Networks and Protocols

Languages: English - Independent B2, Romanian - Native