ROTARU GEORGE

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Personal information

Nationality:	Romanian
Date of birth:	February 24th, 1999
Place of birth:	Iași, România

Studies

2018-present:	**Technical University "Gheorghe Asachi" of Iași,**
	Faculty of Automatic Control and Computer Engineering
	Department: Computers and Information Technology
2014 – 2018:	**Computer Science High-School "Grigore Mosil", Iași**
	Profile: info-math
	Baccalaureate grade: 8.91

Languages:

Romanian	Native language
English	B2 (according to the assessment of the linguistic abilities within the Baccalaureate exam)

Digital competences and achievements

Operating systems:	Microsoft Windows, Debian10
Software:	Ability to work with any software application, whose interface has the locale of a known language and / or has a user manual / help system in one of the known languages.

Achievements		
	2019:	First prize on **AC++Infineon Iasi**
Known programming languages:		**Matlab, html, arduino** Beginner level **C/C++, Java, Python, Kotlin, Sql, C#** Intermediate level

Student projects done:		**Personal projects**:
		  2D game in java using design patterns(singleton, factory, decorator and observer)
		. **Game championship organizer** using a C# interface combined with Sql database to create, gestion and show the what teams are playing in the selected date with the possibility to add/delete/modify it.
		  Implemented and tested car avoidance algorithm in Arduino with 3 HC-SR04 ultrasonic sensors and one Arduino uno board.

		Implemented and tested of sound processing and filtering using National Instruments(NI) using C implementation. **2D game** in unity using C#. **Implementation of data transmission** for carsharing using python to communicate between client and server. **Car racing game** with XMC1100 board using 32-bit Microcontrollers with Arm® Cortex®-M0 codded in C.
Competences:		OOP, design patterns.
Jobs:		Requirements Engineer at Continental Automotive Romania June 2021 - present

Interests and hobbies

Lecture, origami, playing piano and playing games.

I like to work with Java technology, for distributed systems using services and react as interface. Python is also a viable option, as long as I can work in Flask or FastApi.