ROTARU GEORGE

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| **Personal information** | |
| **Nationality:** | Romanian |
| **Date of birth:** | February 24th, 1999 |
| **Place of birth:** | Iași, România |
| **Studies** |  |
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| **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:** |  |
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| **Romanian** | Native language |
| **English** | B2 (according to the assessment of the linguistic abilities within the Baccalaureate exam) |
| **Digital competences and achievements** | |
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| **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. |

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| **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. |

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|  |  | **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. | | |  |