

 Bucharest, Romania

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organized | dependable

passionate | light-hearted

STEFAN NICULAE

EDUCATION

BACHELOR'S OF COMPUTER SCIENCE

University of Bucharest  Oct 2013 - Jul 2016 

Sparked my interest in areas of mathematics and computer science I didn't know I enjoyed before. Among top 2% students (9.51/10 avg). Involvement in the Student's Association as a Finance dept. volunteer. Interesting projects: github.com/stefan1niculae/school-projects

PSYCHOPEDAGOGY MODULE

University of Bucharest  Oct 2013 - Feb 2016 

Realized that in teaching, as well as in programming the most important part is the other person understanding you: anything can be explained in a simple way if you understand it well enough, be it an abstract concept or your code's intent.

TRAININGS & WORKSHOPS

Various  2012 - Present 

Time Management, Leadership, Conflict Management, Communication, Feedback, Public Speaking, Algorithmic Thinking, Fundamentals of UX.

EXPERIENCE

IOT OPTIMIZATIONS INTERN

 Jun 2015 - Sep 2015  Intel

Experienced the working environment in a big corporation. Developed a tool which processes application metrics and provides the analyst with statistical insight in a visual way. CherryPy, SciPy back-end; D3, jQueryUI front-end (in Typescript).

MOBILE GAME DEVELOPER

 Jun 2015 - Sep 2015  Clu Games

Worked in a small 5-man team of developers and designers. Developed in the Unity framework (C#), for Android and iOS. Examples: play.google.com/store/apps/?id=com.jmg.pet
play.google.com/store/apps/?id=com.jmg.marbles

PROJECTS



SENILE DE FOC

2D top-down tank game. Up to 4 players online deathmatch. Features multiple playstyles, intuitive menus, easy controls and rich visual effects. Source & screenshots: github.com/stefan1niculae/senile-de-foc



GOD'S ACRE

Database management website with a big emphasis on user experience and intuitiveness. Django & Postgres back-end. Coffeescript & Backgrid front-end. Source (WIP): github.com/stefan1niculae/gods-acre



ANDROID STUDENT CLUB

Organized as a Google Student Ambassador in my University. Consisted of half a semester long weekly meetings. In the 2-3 hours we developed an Android application from scratch and discussed the newest technology trends.

SKILLS

Python (Django, SciPy)



C/C++ (OpenGL)



Agility (Scrum)



C# (Unity, ASP.NET)



HTML/CSS (Bootstrap, Sass)



Time Management



JavaScript (Coffeescript)



Haskell



Public Speaking



Also experience with: Unix, SQL (Oracle PL/SQL, Postgres), Java (Android), R, Matlab, Machine Learning.

HOBBY



Vim



Hearthstone



Bodybuilding



Sci-Fi/Fantasy



Table Tennis



Volunteering