ȘTEFAN NICULAE
DEVELOPER

OBJECTIVES

What most defines me is my **curious** and **analytical** nature. I like to stay **organized**, keep things **simple** but also have a **sense of humor**. I am a reliable **teammate** and always ready for the next challenge. My **goals** are to work on exciting projects, be part of an interesting team and further develop technical skills.

CONTACT

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EDUCATION

oct 2013 jul 2016	**Bachelor of Computer Science**	University of Bucharest

It has sparked my interest in many topics I didn't know I enjoyed before: **mathematics**, **Unix**, computer **networks**, **assembly**. Being among the **top 3%** students (9.64/10 average) I can say I've really enjoyed learning them. I always liked to be **involved** in different projects and associations, such as Google's Student Ambassador Program or the Students' Associaon.

formal

feb 2015 apr 2015	**Public Speaking Training**	ASMI

Helped me overcome my insecurities about public speaking, made me able to deliver better speeches, **reaching out** and **motivating** the audience.

nov 2014 dec 2014	**Practical Workshop**	Intel

Grasped the importance of always paying **attention to details**, foreseeing every situation, even the ones you don't **foresee** and treating each case appropriately.

feb 2014	**Algorithmic Thinking Workshop**	Oracle

Understood the importance of looking at a problem the right way, breaking it into **logical** sub-problems and adopting a **top-down** approach coupled with a clear mind.

sep 2012 jan 2013	**Leadership Training**	Leaders Academy

Learned to identify the **strengths** in others and **delegate** tasks appropriately. Gained the ability to efficiently **manage** time and projects.

non-formal

HARD SKILLS

C#	▰▰▰▰▱
Java	▰▰▰▰▱
C / C++	▰▰▰▰▱
Python	▰▰▰▱▱
HTML / CSS	▰▰▰▱▱
Javascript	▰▰▰▱▱
SQL	▰▰▱▱▱

SOFT SKILLS

Public Speaking	▰▰▰▰▰
Leadership	▰▰▰▰▱
Time Management	▰▰▰▰▱

English	**fluent**
German	**intermediate**
Romanian	**native**

EXPERIENCE

Technical Trainer, Cefora Trainings
apr 2015 - present

responsabilities

Preparing the learning materials. **Presenting** the information in an interesting and interactive fashion. Training and **evaluating** the performance of classes consisting of 15 - 20 individuals aged 25 - 35.

results

Developed my ability to **empathize**, to put myself into the student's shoes. Discovered that managing a bigger **group** is different from managing a couple of teammates. Experience the importance of **asking** the right questions.

Lead C# Developer, CLU Games
jul 2014 - apr 2015

responsabilities

Creating games using the **Unity** engine in a small team of programmers and designers. Creating the software **architecture**, user **interface**, game **design** and helping with the **implementation**. **Mentoring** new programmers on their technical skills and team integration.

results

Greatly improved my **OOP** and **design pattern** techniques, made me value code **maintainability** and **readability**. Helped me evolve my **communication** abilities, task **prioritization** and ability to respect **deadlines** and work under pressure.

PROJECTS

Android Student Club
mar 2015 - may 2015

During my Google Student Ambassadorship, I've **organized** an event for my university colleagues consisting of 7 weekly meetings in which we developed an **android** app from scratch. During this time the students gained basic android concepts and also hands-on experience.

Tamagotchi
oct 2014 - dec 2014

As opposed to Marbles, this was not a single-person project and thus I had the opportunity to use **version control** in a real development environment and to understand the importance of **abstractization** and **modularization**. Also it was a proof to me of how much relevant variable naming, **commenting** and **documenting** can help or harm a project.

Marbles Connect
aug 2014 - sep 2014

Being one of my first projects, it was the game that exposed me to many non-intuitive game development catches, such as object pooling to increase **performance** or accounting for floating point imprecisions. Another thing that I had to **adapt** to quickly was developing on a whole new layer: time - events that happened in a non predictable order and had to have their duration accounted for.

Tutoring
nov 2013 - present

I always liked giving a helping hand and I like explaining concepts, both abstract and tangible so tutoring came natural to me, especially after enrolling in the University's **psycho-pedagogical** module. I've tutored **high school & college** students in **math & computer science**, helping them pass their exams and see the beauty in what they study.

HOBBIES

Research   Hearthstone   Gym   Fantasy   Table Tennis   Volunteering