

TEODOR ADRIAN MIRON

☎ +40 758 145 534 ✉ teodormiron75@gmail.com [in linkedin.com/in/teodoradrian](https://www.linkedin.com/in/teodoradrian) github.com/teodoradriann
[fiverr.com/papillon107](https://www.fiverr.com/papillon107)

Education

University Politehnica of Bucharest

Oct. 2023 – June 2027

Bachelor of Computer Science

Bucharest

Relevant Coursework

- Computer Programming and Programming Languages
- Data Structures and Algorithms
- Assembly Language x86
- Operating Systems
- Object-Oriented Programming

Experience

Freelancer

Oct 2021 – 2023

Fullstack Developer

- Developed a range of automated bots that seamlessly integrate with social media platforms like X (formerly Twitter) and Discord to automate routine tasks and engage diverse audiences, enhancing the visibility and promotion of clients products.

Projects

2048 Game | C

December 2023

- Implemented a console-based version of the popular 2048 game in C, focusing on efficient algorithms and robust code structure.
- Designed an auto-play algorithm for enhanced user assistance, with mechanisms to detect game-over conditions.
- Integrated dynamic tile spawning and merging logic to accurately replicate the classic gameplay while ensuring efficient memory and error handling.

Set Game | Swift

March 2024

- Developed a feature-rich version of the classic card game Set using Swift, integrating advanced features such as a cheat mode for navigating challenging gameplay scenarios and a detailed scoring system to enhance the player experience.
- Utilized SwiftUI to craft a visually engaging user experience with elegant animations and effects.
- Followed the Model-View-ViewModel (MVVM) pattern and adhered to object-oriented programming (OOP) principles for clean and scalable code.

Memorize | Swift

April 2024

- Developed an interactive Memorize Game with numerous user-friendly features. The game includes a scoring system that rewards players for quickly matching pairs of cards and penalizes for mismatches. Users can create custom games using personalized memorize cards and enjoy a fully customizable experience, including the ability to modify the game's colors. Additionally, progress is saved automatically upon exit, allowing players to resume their games seamlessly with a comprehensive saving system.
- Used the power of SwiftUI to craft an exceptionally pleasant user experience, featuring smooth animations and a beautifully designed interface. The meticulous design and seamless integration of visual elements ensure an elegant and engaging interaction for users.

Weathery | Swift

July 2024

- Developed a modern and responsive weather application, Weathery, using Swift. The app fetches real-time weather data from the AccuWeather API, displaying current weather conditions based on the user's location.
- Fetches and displays real-time weather data, including temperature and real-feel.
- User-friendly interface with clean design, built using SwiftUI, focusing on readability and ease of navigation.

Skills

Programming Languages: C, C++, Swift, Python, Java

Programming Skills: Data Structures, Algorithms, Bash Scripting, Unit Testing, System Design

Soft Skills: Communicative, Ambitious, Critical Thinking, Attention to Detail, Punctuality