

TEODOR ADRIAN MIRON

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Education

University Politehnica of Bucharest

Oct. 2023 – June 2027

Bachelor of Computer Engineering

Bucharest

Relevant Coursework

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

Experience

Freelancer

Oct 2021 – 2024

Fullstack Developer

- Engineered a suite of automated bots integrating with platforms like X (formerly Twitter) and Discord to streamline routine tasks, enhance audience engagement, and improve product visibility for clients.
- Utilized Python and multiple APIs, including the Twitter API, Google Cloud API, alongside tools like **OpenCV** and various Python frameworks, to develop **high-performance automation solutions**.

Projects

Set Game | Swift

March 2024

- Designed 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 pattern** and adhered to **Object-Oriented Programming** principles for clean and scalable code.

Memorize | Swift

April 2024

- Created an interactive memory card game that features a customizable scoring system and allows users to **personalize the gameplay** with their own card designs and colors.
- Implemented a system which rewards player for quickly matching the cards, and penalize them for mismatching cards multiple times.
- Additionally, I used **Core Data** for the progress to be **saved automatically** upon exit, allowing players to resume their games seamlessly.

Weathery | Swift

July 2024

- Built a responsive weather application that fetches and displays real-time weather data based on the user's geolocation.
- The app integrates the AccuWeather **API** to provide current weather conditions, including temperature, humidity, and real-feel.
- **User-friendly** interface with clean design, built using SwiftUI, focusing on readability and ease of navigation.

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.

Skills

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

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

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