

# 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

### Code Nest | Swift

March 2025

- Code Nest is a lightweight and efficient Swift code editor designed for rapid code execution. It features **real-time output visualization**, **syntax highlighting**, and an intuitive interface for navigating errors efficiently.
- Developed from scratch with **multithreading** capabilities, optimizing efficiency and responsiveness for seamless performance.
- Implemented **memory management** techniques to detect and handle infinite loops, preventing application freezes by automatically terminating unresponsive processes.

### Memory allocator | C

November 2024

- Designed as a custom memory allocator in C to replace malloc, **significantly improving efficiency** and reducing fragmentation.
- Minimizes allocation latency and enhances system performance by efficiently handling **memory reuse and deallocation**.
- Utilizes **preallocated memory pools to reduce system calls** and optimize allocation for frequently used sizes.
- Implements **smart coalescing and splitting strategies** to minimize external fragmentation and maximize memory utilization.

### 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.
- Utilized **SwiftUI** to craft a visually engaging user experience with elegant animations and effects.
- Additionally, I used **Core Data** for the progress to be **saved automatically** upon exit, allowing players to resume their games seamlessly.
- Followed the **Model-View-ViewModel pattern** and adhered to **Object-Oriented Programming** principles for clean and scalable code.

### Weatherly | 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.

## 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