

Victor-Filip Ghita

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EDUCATION

Delft University of Technology

Bachelor of Computer Science and Engineering

Delft, The Netherlands

August 2021 - July 2024

- **Relevant Courses:** Object-Oriented Programming, Algorithms and Data Structures, Software Quality and Testing, Machine Learning, Computer Networks, Information and Data Management, Big Data Processing, Computational Intelligence, Software Engineering Methods

EXPERIENCE

Delft University of Technology

Software Developer (Part-time)

Delft, The Netherlands

January 2023 - Present

- **Q&A platform:** Updated the open-source solution used by our university, written in ruby on rails, to show different statistics on an admin dashboard and worked on integrating the platform with other open learning platforms like openedx.

KEBA

Software Developer (Part-time)

Remote

September 2021 - Decembrie 2022

- **Dashboard Desktop Application:** Devised a software solution for managing charging stations, packaged into an Electron Desktop Application, using Angular.

KEBA

Software Developer Intern (Part-time, Contractual)

Bucharest, Romania

July 2020 - May 2021

- **Single-page Application and REST API:** Remodeled the legacy web application available on the Keba Charging Station and refactored it into a single-page Angular application and a Charging Station REST API, using the Lumen framework.
- **Mobile Application Prototype:** Developed a cross-platform mobile application prototype, using Xamarin, which communicated with the REST API to provide users access to their charging station management platforms.

PROJECTS

- **MRS Web Application:** (Work in progress) Medical Record System Web Application for "Sfantul Sava" Hospital, used to manage patients' data. This is a re-factorization of a prior project built one year prior. Tech: Spring Boot, Thymeleaf, jQuery, RxJS, PostgreSQL (v2) - Lumen, MySQL and Angular (v1) (July '22)
- **Rowing Training Scheduler:** Our team implemented a solution to allow rowers to find other interested partners, bringing the people who share this passion together. The application a REST API, divided in 5 micro-services, each with its unique role. Tech: Spring Boot (REST API), JavaFX (Presentation Layer), H2 Database. (November '22 - January '23)
- **Recursive Ray-tracer:** Together with two other colleagues, I have implemented a recursive ray-tracer meant to show physically accurate graphics. Tech: C++. (September '22 - November '22)
- **Quizzzzzz Application:** My team and I implemented a multiplayer quiz game, as part of Object-Oriented Programming Project Course, with the aim to raise awareness about energy consumption. Tech: Spring Boot (REST API), JavaFX (Presentation Layer), H2 Database. (March - April '22)
- **Two-Player Memory Online Game:** Developed an online, two-player memory game, using web sockets for real-time communication. Tech: NodeJS/ExpressJS, HTML, CSS, JavaScript (December '21)
- **Assembly Brainfuck Interpreter:** Created a Brainfuck Interpreter in AT&T x86 Assembly. Tech: Assembly (October '21)

TEACHING EXPERIENCE

- **Teaching Assistant (Delft University of Technology):** T.A. for Object-Oriented Programming and Computer Organisation courses. (August '22 - Present)

CONTESTS

- **American Computer Science League - 2019 - New Jersey, USA:** Participated in the international stage of the ACSL, as part of high school's team.

SKILLS SUMMARY

- **Programming Languages:** Java, C++, JavaScript/TypeScript, Scala, Bash, Python, Ruby
- **Frameworks:** Spring, Angular, NodeJS/NextJS, Rails, Laravel/Lumen
- **Tools:** Docker, GIT, PostgreSQL, MySQL, SQLite
- **Spoken Languages:** Romanian- Native, English- Professional working proficiency, German- B2 level
- **Soft Skills:** Teamwork, Event Management, Adaptability, Interpersonal communication, Public Speaking, Time Management