

Bojici Valentin-Gabriel

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EDUCATION

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| BSc. Computer Science | University of Bucharest | 2020 – 2023 |
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- BSc. in Computer Science at the Faculty of Mathematics and Computer Science — final grade of 9.5 out of 10.
 - Relevant courses: • *Object Oriented Programming* (C++) • *Data Structures and Algorithms* • *Web Development* (PHP) • *Databases* (SQL, PL/SQL) • *Computer Graphics* (OpenGL, C++) • *Machine Learning* (supervised learning) • *Security of Information Systems* (cryptography, exploits)
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| Zero-to-Hero - Deep Learning for Computer Vision Summer School | 11-15 July 2023 |
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- Completed a 5 day Google Summer School (DigitalStack) and acquired knowledge in state-of-the-art computer vision techniques.
 - Obtained 2nd place out of 11 teams in a computer vision Kaggle competition.

EMPLOYMENT

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| Backend PHP Developer, Intern | Tremend Software Consulting | July 2022 - September 2022 |
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- Successfully made a favorable impression during the internship, resulting in a job offer which I chose to decline in favor of continuing studies.
 - Gained valuable insights into team dynamics and Agile methodologies by actively participating in meetings with clients and team.
 - Successfully completed intern-level assignments: investigating and resolving software bugs, optimizing performance by compressing images, and enhancing API responses.
 - Utilized the Magento framework and gained experience with other frameworks like Laravel and Symfony through personal side projects.

PROJECTS

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| Illumination Models Viewer | github.com/valibojici/illumination-models | 2023 |
|-----------------------------------|--|-------------|
- BSc. Computer Graphics project — an interactive desktop app written in C++ using OpenGL showcasing different well-known real-time illumination models.
 - Skills used: post-processing techniques (gamma correction and edge detection), object oriented programming (C++), linear algebra (for lighting & shadow calculations), integrating 3rd party libraries such as ImGui, OpenGL, GLFW.
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| Hillside Hotel | github.com/valibojici/hillside-hotel | 2023 |
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- Full-stack project made with NodeJS, Express, GraphQL, MySQL and React for a fictional hotel which allows users to make reservations.
 - Skills used: containerizing the app with Docker, Stripe payment integration, managing state in a single-page-app, implementing and using a GraphQL API.
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| PoeticSwipe | github.com/valibojici/PoeticSwipe | 2023 |
|--------------------|--|-------------|
- Android app made using Flutter for discovering short poems by well known authors.
 - Skills used: maintaining app level state (using *Provider* package), dependency injection (using *GetIt* package), implement mocks for resources (using *Mockito* package).
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| Arduino Snake Game | github.com/valibojici/Snake-Arduino | 2022 |
|---------------------------|--|-------------|
- Implementation of the classic snake game on an Arduino UNO with an LCD display and an LED matrix.
 - Skills used: prioritizing effective memory management given the hardware's memory limitations, effective use of limited LCD screen for displaying the menu, hardware integration.

LANGUAGES AND TECHNOLOGIES

- C++, C, Python, Dart, Javascript, SQL, HTML/CSS, PHP
- Flutter, OpenGL, NodeJS, React, Express, GraphQL, Docker, Bootstrap, PyTorch, NumPy