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Projects

Labyrinth

Gained valuable group project experience as part of our 2nd year project at University where the goal was to implement our own version of the game "Labyrinth" in Java. Some of my tasks included writing the backend logic as well as helping in designing parts of the GUI.

Twitter geolocation search

Part of my personal work, I have written a CLI tool that reads in geolocation coordinates and a radius and presents a list of Tweets from that area. This personal project has been an exercise in understanding the Twitter public API and the twitter4j Java library.

Google Hashcode

Participated in the Google Hashcode 2020 event where part of a team of 4 students we had to implement a library book shipment system. As part of this challenge we had two hours to deliver a working prototype at the end. Our team managed to finish on time and demo the required log file output of the program.

Education

Swansea University - *Computer Science*

September 2019 - Present
1st year - 1st
2nd year - 2:1 (expected)

My first two years at Swansea University have offered me a deep understanding of a lot of the areas of Computer Science, doubled by group project and management experience. Some of the highlight modules have been:

- Programing I and II (learned the concepts of OOP and their application in real world software engineering as well as Algorithms and Data Structures)
- Concepts of Computer Science (module focused mostly on hardware and computer architecture)
- Software Engineering
- Database Systems (main topics revolved around MySQL and PHP)
- Concurrency

Colegiul Dobrogean Spiru Haret - *Mathematics and Informatics*

September 2015 - May 2019

My highschool degree was focused on Computer Science and Mathematics. This experience sparked my interest in IT and paved the way for my attendance at a CS university. The notable qualifications from this time are: basic C++ programming as well as HTML and CSS.

Hobbies

- 3D modelling in Blender
- Snowboarding
- Mountain biking