

VLAD MIHAI CRANGA

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ABOUT ME

An ambitious and dedicated Computer Science student set to complete degree requirements in the summer of 2024, with one year of full-time industry experience, seeking a full-time software development role at X where I can apply my skills and contribute to innovative projects.

EDUCATION

University of Sheffield, UK

2020-Present

- BSc Computer Science with an Year in Industry
- Expected final mark: 2:1 (60%)
- Relevant modules:
 - Software Development for Mobile Devices : 1:1 (77%)
 - Java Programming: 2:1 (67%)
 - Software Engineering: 1:1 (80%)
 - Systems Design and Security: 1:1 (71%)
 - Web Development: 2:1 (60%)

Theoretical High School "Callatis"

Mangalia, Romania (2016-2020)

- High School Diploma: Computer Science and Mathematics with Intensive English
- Final mark: 84%

SKILLS

Programming Languages:	Java, Python, C#, C++, Ruby
Web Development:	HTML, CSS, JavaScript, Angular
Database Management:	SQL (SQLite3, MySQL)
Testing:	Unit Testing, Feature Testing, Test-Driven Development
Project Management:	Agile Methodology, Scrum, Git, Slack, Jira
Microsoft Office:	Microsoft Office Suite, technical presentations and reports
IT Literacy:	GNU/Linux, Bash, L ^A T _E X, OSINT
Soft Skills:	Presentation, Teamwork, Communication, Time Management, Resilience

RELEVANT EXPERIENCE

NEXT PLC, South Elmsall, UK

July 2022 - July 2023

- **Role:** Placement Developer
- **Responsibilities:**
 - Completed training courses in C# and Angular.
 - Participated in daily stand-ups, sprint planning, and review meetings.
 - Worked on various projects and maintained technical documentation.
- **Key Projects:**
 - **Radio Frequency Simulator:**
 - * Extended the GUI of a simulator scanning items in a warehouse.
 - * Connected the simulator to a web report displaying statistics and graphs.
 - * Implemented improvements to enhance the pickwalking process.
 - **PDF Generator:**
 - * Created a tool to generate PDFs with employee data.
 - * Combined data extraction with web development and PDF generation.
 - **Graph Data Angular Website:**
 - * Fixed different errors on multiple screens displaying company data.
 - * Wrote a technical wiki page for the team detailing how to test Angular websites.

Sheffield Ethical Student Hackers, Sheffield, UK

April 2021 - April 2022

- **Role:** Finance and Development Officer
- Gained management skills by managing the society's financial resources.
- Displayed proactivity by suggesting and implementing beneficial changes within the society.
- Developed presentation skills by confidently giving presentations on technical topics to the society's members.
- Practiced web development skills by working on the society's website and solving open issues assigned to me.
- Enhanced communication ability by helping members understand the concepts being taught during the practical parts of our sessions.

Global Engineering Challenge

January 2021

- Worked in a team of students studying various engineering disciplines to provide a solution to a contemporary problem for the Lobitos and Piedritas communities in Peru: lack of life-improving digital information.
- Acted as a leader for a day, providing effective project management by collecting daily work outcomes, summarizing and planning for the next day, assigning tasks to the team members in accordance with their knowledge and preference.
- Formulated a conceptual solution step by step, taking into consideration multiple aspects of what it involves, such as stakeholders, cost and sustainability, and design development.
- As a team, produced a report and a presentation to showcase our ideas.

EXTRACURRICULAR ACTIVITIES

Trace Labs, Online

June 2021 - Present

- **Role:** Judge
- Reviewed incoming intelligence about the missing people during the crowdsourcing events to ensure that it was accurate and suitable for law enforcement.
- Communicated effectively with the other judges by giving second opinions and consulting them about ambiguous submissions.
- Worked successfully under pressure when assigned multiple competent teams.

ULHacks Hackathon Project

August 2021

- Worked in an international and multidisciplinary team as part of an online hackathon in Canada, coping with different time zones.
- Participated in designing an educational website for students called EduHub, containing a productivity blog and a forum.
- Presented the project as a team to the panel of judges.

Careers Service Mentoring Scheme, Online

February 2021 - April 2021

- **Role:** Mentee
- Mentored for a duration of ten weeks by a Sheffield-based Lead Software Engineer.
- Managed personal objectives and topics of discussion.
- Attended a company meeting and a 1-to-1 meeting with the manager to gain an insight into the real world of work.
- Learned about numerous sought-after skills in the workplace.
- Produced a reflective report about the experience and gave constructive feedback about the scheme.

REFERENCE

References are available upon request