

VLAD-MIHAI CRANGA

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ABOUT ME

A curious and ambitious 2nd-year Computer Science student, who has gained experience and a wide variety of skills by being involved in numerous extracurricular activities and personal projects, seeking year-long Software Engineering placement at companyname.

EDUCATION

University of Sheffield, UK

2020-Present

- BSc Computer Science with an Year in Industry
- Year 1 final mark: 1:1 (70%)
- Relevant modules:
 - Software Engineering: 1:1 (80%)
 - Foundations of Computer Science: 1:1 (71%)
 - Devices and Networks: 1:1 (82%)
 - Java Programming: 2:1 (67%)

Theoretical High School "Callatis"

Mangalia, Romania (2016-2020)

- High School Diploma: Computer Science and Mathematics with Intensive English
- Final mark: 84% (Physics: 97%, Mathematics: 85%, Romanian: 70%)
- Participated in the County Olympiad of Computer Science and twice in the National Olympiad of Information Technology

SKILLS

Object-Oriented Programming:	Java, Python 3
Web Design:	HTML, CSS, JavaScript, Ruby + Sinatra
Database Management:	SQL (SQLite3 + DB Browser, MySQL)
Project Management:	Slack, Agile Technique, Git
Microsoft Office:	Microsoft Office Suite, technical presentations and reports
IT Literacy:	GNU/Linux, Bash, L ^A T _E X, OSINT
Soft Skills:	Presentation, Teamwork, Leadership, Communication, (Time) Management, Resilience

RELEVANT EXPERIENCE

Java Currency Conversion Application

(October 2021)

- Created a currency converter with a GUI in Java as a personal project
- Strengthened knowledge of Java Swing and Object-Oriented Programming

JavaScript Calculator Project

(October 2021)

- Developed a calculator with various capabilities in JavaScript
- Discovered new concepts and tricks in the language and deepened knowledge of CSS

Python Weather Application

(September 2021)

- Produced a Python 3 weather forecast application following a relevant Coursera specialisation
- Self-taught and developed knowledge of the concepts of APIs and GUI interaction in the language

ULHacks Hackaton Project

(August 2021)

- Worked in an international and multidisciplinary team as part of an online hackaton 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

Ruby+Sinatra E-Mentor Web Application

(April 2021)

- Developed a web application by working efficiently in a team of students using Slack, Git and the Agile methodology

- Communicated effectively with the student "client" by paying close attention to details and double-checking his requests
- Contributed to the backend code during the first iteration and to feature testing during the second one, achieved the academic outcome of 90% for the comprehensive tests
- As a team, produced a well-organised report and gave a presentation about the application

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, summarising 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

Judge

Online (June 2021 - Present)

- Reviewed incoming intelligence 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

Sheffield Ethical Student Hackers

Finance and Development Officer

Sheffield, UK (April 2021 - Present)

- 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
- Practised 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

Careers Service Mentoring Scheme

Mentee

Online (February 2021 - April 2021)

- 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