Resume

Ștefănescu Andrei-Cezar

1 Introduction

Student passionate about **low-level programming**. Looking to learn and to develop a general understanding about **Computer Science**.

- **Website**: `andrewstephen.xyz`

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2 Education

2.1 School

- Studying **Computer Science** in Year I at University *Politehnica*, Department of Foreign Languages, English Stream.

- **English** proficiency level: master

- **French** proficiency level: intermediate

- **Romanian** proficiency level: native

2.2 Contests

- **May 2024**: **2nd place** at the Student Scientific Communications Session at FILS, Computer Science in English section.

- **May 2024**: **Honorable mention** at the Student Scientific Communications Session at FILS, Communication in English section.

- **April 2024**: Participation in the *Cloudflight Coding Contest*, hosted by University *Politehnica*.

- **December 2023**: Participation in *BESTEM - BEST Engineering Marathon*, hosted by University *Politehnica*.

- **October 2023**: Participation in the *Cloudflight Coding Contest*, hosted by University *Politehnica*.

- **June 2023**: **2nd place** at the *National Contest of Science and Technology*, French section.

- **May 2023**: **3rd place** at *InfoEducație*, county level.

- **April 2023**: **3rd place** at the American Embassy Student Debate Competition, hosted by the US Embassy in Bucharest.

2.3 Volunteering

- **April 2024**: Volunteer at PoliFest 2024.

- **April 2023**: Member in the Technical Commision for the *National Olympiad of Information Technology*, `C#` section, county level.

- **January 2023**: Fixing software issues on school computers.

- **2022-2024**: Teaching Math and Computer Science to students from my former high school.

3 Experience

- 4 years of using and configuring `Linux`-based distributions.

- 2 years of using database management systems such as `MariaDB` and `SQLite`.

- 3 years of experience coding various projects, such as:

  - `Retro Heroes` **(2024)** : Retro Heroes is a turn-based 2D RPG written in C++ that I developed with a friend. The game can be run on native platforms (Linux, Windows), as well as in a web browser.
  - `ttt` **(2024)** : Graphical Tic-Tac-Toe written in Go.
  - `jcalc` **(2023)** : Command-line calculator written by me and a friend in Java.
  - `Pixper` **(2022)** : Arguably my most ambitious project of high school. *Pixper* is a graphical game in which the objective is to collect all apples before either getting blown up, or getting killed by a nemesis. I won two significant prizes with this project. I wrote an earlier version in `Python` and later on I rewrote it in `C`.
  - `word-randomizer` **(2022)** : Generates sentences with basic noun-verb pairs, using pseudo-random words and colours that make for an interesting text-prompt, similar to Temple OS's oracle.
  - `Conner` **(2021)** : Command-line `ncurses` singleplayer game. Starting point for the concept of `Pixper`.

4   Soft Skills

- **Patience**: In software development especially, I consider that this skill is essential.

- **Friendliness**: I default to be friendly to most people and to respect them, unless said respect is betrayed.

- **Thirst for learning**: I'm very eager to learn even my most disliked concepts. One notable example is during high school when I detested databases, but I decided to learn them anyway in order to improve `Pixper`.

- **Good listener**: I got this skill from volunteering to teach students Math and CS at my former high school, which I still do roughly once a week.