


Mircea Sorin-Sebastian

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education

BABEȘ-BOLYAI UNIVERSITY
B.S Computer Science
Graduating in 2019



achievements

- Qualified two times at the National Olympiad in Informatics 2014 & 2016
- Winner of the national contest of IT&C projects InfoEducație (educational project + 24hours hackathon) 2016
- Bronze Medal at national phase of Infomatrix contest 2016
- Qualified at the national Algorithmics contest "Urmasii lui Moisiil"2015
- Best application award - Open Data Hackathon Brasov 2016



skills

Proficient with:

- C++ & Python
- PHP & MySQL
- HTML & CSS
- Data structures and algorithms - programming contests experience

Comfortable with:

- JavaScript, Node.js, Angular2, MongoDB
- Java / Android
- Other technologies: Unix/ Linux, FireBase, Docker, Socket.IO, Keras, Qt
- Networking (Cisco CCNA courses)



experience

SIEMENS

I have extended the functionality of an ASP.NET MVC app by coding a Progressive Web App part with full offline functionality & synchronisation.

(3 months period)



BOSCH

Created a C++ Qt map visualiser with offline capabilities and studied artificial intelligence (with prominence neural networks)

(3 months period)



personal projects

- Developed IronCoders.com, an educational web platform that facilitates the learning of programming by offering specialised tools and resources: archive of problems with an automated judge, interactive courses, competitions, integrated IDE, virtual classes and a forum. The back-end is based on LAMP stack and it is integrated with the forum (NodeBB - NodeJS).
- Developed TimeSync, an application that gives institutions a better way to manage & deliver timetables to their students. It has a web interface (based on LAMP stack) for editing timetables and an android part for the end users. The app is published on Google Play.
- Built WhereIn, a real-time multiplayer web game based on NodeJS and Socket.IO where players have to pinpoint a location based on randomly selected Google Street images.
- Built World-Debate, a social platform focused on posting debates.
- Created an online educational platform during the 24-hour hackathon InfoEducatie, in order to teach children the basics of the Romanian language, and during the Open Data hackathon coded(together with a team) a bus trip planner for Brasov.
- Developed a 2D zombie runner game using Unity Game Engine.
- Worked on a real-time android multiplayer quiz game that includes a tournament system (based on FireBase).
- OneForCode, a platform (Angular2, NodeJS, FireBase) that help programmers to split their projects into multiple parts and delegate those to others (especially for open source + possibility of payments for users)
- Currently coding an android app that can distinguish in real time between poisonous and good to be eaten mushrooms.

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