Mincu Adrian-Lucian

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 https://github.com/skpha13

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EDUCATION

University of Bucharest
Mathematics and Computer Science,
Computer Science
(October 03, 2022 - Present)
First year
https://fmi.unibuc.ro/

PROJECTS

Wordle
A program which solves the wordle game
(October 27, 2022 - November 27, 2022)

We had to create the Wordle game in python and a program which solves it optimally. With Shannon's Entropy, we had to figure out the best way to guess the word from a list of 11000 words.

https://github.com/skpha13/Wordle-University-Project

University Work
A GitHub repository with all my University work.
(November 19, 2022 - Present)

This repository contains all of my homework and projects related to university.

https://github.com/skpha13/University-Work

Unity Game
I had to make a unity game for my certificate.
(November 07, 2021 - May 17, 2022)

I decided to create a replica of the Angry Birds game in Unity, using only 2D graphics and physics. I managed to develop this game using object-oriented programming.

https://github.com/skpha13/Atestat-Project

VOLUNTEER EXPERIENCE

Asociatia Studentilor de la Matematica si Informatica
Design & PR
(November 03, 2022 - Present)

As a volunteer at ASMI, I am a member of the Design and PR department. Additionally, I work in the IT division, where we help create the website for our employment fair, which you can access here:
https://cariere.asmi.ro/
https://asmi.ro/

SKILLS

C++, Python
Proficient
●●●●●

Assembly x86, C#, HTML, CSS
Competent
●●●○○

JavaScript, Prolog
Advanced-beginner
●●○○○

Decision-making
●●●●●

Written and verbal communication
●●●●●

Teamwork and collaboration
●●●●●

LANGUAGES

English
C1
●●●●○

German
B2
●●●○○

CERTIFICATIONS

ECDL
ECDL Romania
(May 22, 2022)

SQL
Oracle Academy
(May 26, 2022)