

DARIUS BUHAI

github.com/DariusBuhai

darius.buhai.ro

www.linkedin.com/in/dariusbuhai

EDUCATION

University of Bucharest

Oct 2019 - June 2022

Bachelor of Computer Science (Performance Group)

GPA: 3.65 / 4

Relevant Courses: Data Structures, Algorithms, OOP, Linear Algebra and Advanced Databases.

"Grigore Moisil" High School

Sept 2015 - June 2019

Computer Science and Mathematics

HS Diploma & Romanian Baccalaureate

PROJECTS & WORK EXPERIENCE

Softmagazin, Romania, Brasov (Part-Time - Software Engineer)

July 2020 - August 2020

- Developed 2 modules for their mobile app using **Javascript** and added support for both iOS and Android in-app purchases which helped increase their purchase flow.

Subscriptions App, Personal Project

May 2020

- Used **Flutter** to create a mobile app for both iOS and Android that helps users keep track of their Subscriptions by notifying them when billing date approaches. The app has over 700 downloads to date with 5.0 rating. It can be found on AppStore and Google Play as Subscriptions Manager.

Chess Game, OOP Class, Group Project

June 2020

- Created a chess game using **C++** where the computer can predict the next best move using Stockfish. With over 10.000 lines of code and applied Object-Oriented concepts such as Design Patterns, the project helped us get an A+ in the OOP class.

Stock Prediction App, Hackaton, Group Project

November 2019

- Created a Stock Prediction App using **Python** and **Flutter** during the Hackaton for the London Stock Exchange Group which can predict the impact of news and tweets on stock prices. In order to retrieve data, we used multiple APIs such as Google News and Alpha Vantage.

Number Recognizer, Personal Project

October 2019

- Created a simple neuronal network in **Python** that uses trained perceptrons to recognize a drawn number with an average accuracy of 90%.

ACTIVITIES

- Participated in both 33rd and 32nd rounds of **Catalyst Coding the Contest** and won 5th place. March 2020
- Participated in **Google's Hashcode** competition and received 20M / 27M points. February 2020
- Volunteered at **UEFA Euro 2020** as part of the accreditation team for the Final Tournament Draw. November 2019
- Qualified at the regional stage of the **Romanian Olympiad of Computer Science**. April 2019
- Volunteered at **Engage Brasov** tutoring elementary school dropout students. 2018 - 2019

HONORS & AWARDS

- **1st place** in the **London's Stock Exchange Hackaton** (team of 3), Romania, Bucharest. November 2019
- **Scholarship** for the University of Bucharest and admittance as part of the Performance Group. July 2019
- **2nd place** in the International **ACSL** contest (team of 5), US, New Jersey. May 2019
- **3rd place** at **Prosoft National Round**, Romania, Piatra Neamt. March 2019
- **4th place** at **Infoeducatie National Round**, Romania, Galaciu. July 2018

COMPETENCIES & PROGRAMMING LANGUAGES

- Good **Data Structures, Algorithms, OOP, Design and Optimizations** skills.
- Technical Skills: **C++** (+5yrs) and **Python** (+2yrs).
- Experienced with: **Flutter, Django, Git, Bash** and **Web Development (Javascript, NodeJS, Php and SQL)**.
- Basic knowledge of **C#**.