Zaharie Stefan-Florin, Computer Science Student

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📇 Profile

I am Stefan, a second-year Computer Science student at the University of Bucharest. With a growing interest in open-source software and low-level programming, I am enthusiastic about Linux and embedded systems. Eager to gain practical experience, I am looking forward to contributing to innovative projects while expanding my skills.

🌐 Languages

Romanian — Native • **English** — Fluent

🧠 Skills

Programming ● ● ● ● ●

Primarily focused on backend development, with a proven ability to quickly adapt to new challenges and technologies.

DevOps ● ● ○ ○ ○

- Docker: Basic proficiency with Docker for containerization and environment management.
- GitHub Actions: Minimal experience with GitHub Actions for setting up CI/CD workflows.

SysOps ● ● ● ● ○

- Linux Servers: Practical experience managing and maintaining Linux server environments.
- Networking: Hands-on skills in basic networking, including configuration and troubleshooting.

🏅 Awards

Bronze Medal - MateInfoUB, Computer Science section,   2022
University of Bucharest
Awarded for exceptional performance in Computer Science; contributed to university acceptance based on competition results.

First Place - County Stage, National   2021
Informatics Olympiad, *OSEPI*
Awarded in final year of high school for outstanding performance in
Computer Science; qualified for national-level competition.

🎓 Education

Bachelor of Science in Computer   2021 – 2025 | Bucharest, Romania
Science, *University of Bucharest,*
Faculty of Mathematics and Computer
Science ⬀
During my studies in Computer Science at the University of Bucharest, I
have gained hands-on experience with a diverse range of topics, including
Algorithms and Data Structures, Design Patterns, Version Control Systems
(Git), Object-Oriented Programming, Networking (including reading some
CCNA courses), Automata Theory, Database Systems (SQL), Containerization
(Docker), and Functional Programming. I have worked with multiple
programming languages such as C/C++, Python, Java, Rust, Assembly (GAS
x86), Haskell, C# (with ASP.NET Core), and HTML/CSS/JavaScript, applying
these skills to various academic projects and coursework.

📁 Projects

TaskMan, *ASP.NET Core, Angluar* ⬀   2024
Developed a feature-rich web application for managing multiple projects
and tasks collaboratively, with roles-based access control. Leveraged .NET
Core for the backend and Angular for the frontend to create a robust and
scalable solution. Features include project-specific task management, user
privileges, and an intuitive interface for efficient team collaboration.

Networking Class Project, *Python*   2024
Developed a comprehensive networking project for grading purposes,
featuring implementations of various network tasks using Python with
Scapy. Tasks include a traceroute application, a DNS server, a DNS tunnel,
an ARP spoofing attack, and a TCP hijacking attack. The project was
conducted in a Docker environment for isolated testing and security.

Catalog, *Java* ⬀   2024
Developed a CRUD backend using Spring with JDBC for a school catalog
system. The project provides a simple API for storing and managing
student, teacher, course, and grade information. Utilized Spring framework
for robust backend development and JDBC for database interactions.

Disk Analyzer, *C* ⧉   2023

Developed a comprehensive disk analyzer tool in C, featuring a SysV daemon
and a CLI application. The CLI app allows users to send analysis requests
to the SysV daemon using Unix sockets. The daemon processes these requests
in a multithreaded manner, enhancing performance and responsiveness in
disk operations.

Pacman, *C++* ⧉   2023

Developed a partial recreation of the classic game Pacman in C++ using the
SFML library. Applied Object-Oriented Programming principles as requested
by the teacher, focusing on encapsulation, inheritance, and polymorphism.
Implemented core gameplay mechanics and graphical elements, demonstrating
proficiency in Design Patterns and OOP concepts.

Wordle, *Python* ⧉   2022

Developed a Python implementation of the popular game Wordle using Pygame.
The project includes an entropy-based bot capable of optimally guessing
words from the dictionary in a random order.

📚 Courses

Rust Workshop   2023 | Bucharest, Romania
- Participated in a 2-day Rust Workshop, gaining practical experience with
  basic Rust programming concepts and techniques.
- Led an embedded project involving the simulation of a semaphore using two
  Raspberry Pi Zero devices. One Pi served as the server (representing the
  semaphore), while the other acted as the client (representing a
  pedestrian). Implemented communication between the devices to simulate
  pedestrian requests for semaphore access, demonstrating proficiency in
  embedded systems and network communication.

Wellcode Programming Program   2020 - 2021 | Cluj, Romania
- Engaged in the Wellcode program during high school, which served as an
  initial introduction to programming concepts.
- Received foundational guidance and mentorship in programming, leading to
  participation in programming competitions, including the Olympiad,
  despite having no prior experience. This experience cultivated a passion
  for programming and problem-solving from an early stage.