

Dinu Ionel-Stefan

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EDUCATION

Bachelor of Science in Computer Science, Transilvania University

[Expected June 2026]

Relevant Coursework: *Algorithms, Data Structures, Databases, Software Design*

TECHNICAL SKILLS

Languages: C++, C#, Python, JavaScript, TypeScript, SQL

Frameworks & Libraries: Angular, React, Node.js, Prisma

Tools & Platforms: Git, Docker, REST APIs

Concepts: Software Design Patterns, Fullstack Architecture

PROJECTS

FlowShare | Full-Stack Developer

University Project

- Developed a collaborative web application for groups to manage shared expenses and synchronize task lists.
- Engineered a robust backend using TypeScript and Prisma ORM to handle relational data and user contributions.
- Implemented automated testing with Jest to ensure reliable data handling and bug-free group features.
- Designed a modular architecture focused on scalability for small group environments and personal use.

MemorizeGame | Full-Stack Developer

University Project

- Developed a cross-platform memory card game using C# and the Avalonia UI framework.
- Architected the application using the MVVM (Model-View-ViewModel) pattern to ensure a clean separation of concerns.
- Implemented game logic for card matching, state management, and score tracking with optimized data structures.

EXPERIENCE

GlobalLogic Java SmartStart

2025 – 2026

- *Mastered Java Core and OOP principles through an intensive industry-led curriculum.*
- *Developed full-stack applications using Spring Boot, RESTful APIs, and SQL databases.*
- *Coordinated with industry mentors to adopt professional Agile development workflows.*

Volunteer Coding Instructor, CoderDojo Brasov

2024 – Present

- *Teach programming fundamentals (C++) to students aged 15–17.*
- *Create interactive lessons and guide small project development.*
- *Strengthened communication and leadership through mentoring.*

RESEARCH INTERESTS

NP-completeness | Algorithmic Optimization | Data Compression | Heuristic Problem-Solving