POPESCU RADU-ANDREI

DETAILS

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Bucharest
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EMAIL
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SKILLS

C language

C++

Java

HTML

CSS

JS

React

React Native

Angular

Unity

Linux

LANGUAGES

Romanian

English

French

EXPERIENCE

Teacher
Sep 2022 - Oct 2023

Physics teacher at Little London International Academy, Romania

EDUCATION

"Gheorghe Lazăr" National College, Bucharest
Sep 2016 — Jun 2020

Faculty of Automatic Control and Computers, University POLITEHNICA of Bucharest
Oct 2020 — Present

PROJECTS (more on my website)

SMIG
Unity game

2017

- 2D android game coded in C# using Unity engine.
- Endless Runner-type game where you control a square's size with screen taps, guiding it through obstacles.
- Ads system implemented.

Client-server application
College project

2022

- Manage messages between a client and a server using TCP and UDP.
- Coded using C language.
- A client can connect to the server, subscribe or unsubscribe from topics and will receive messages accordingly to his subscriptions.

Synthesizer
Arduino

2023

- A synthesizer made using Arduino.
- Produces various audio signals with multiple sound options.
- It features a USB input for easy connectivity to an external MIDI keyboard.

Drinking Game - mobile app
React Native

2023

- An interactive mobile party game made with React Native
- Players are randomly chosen to take on dares or answer questions and if they choose to refuse, they'll face penalties.

LINKS

My website: https://radupopescudev.com/
GitHub: https://github.com/radu182001
YouTube: https://www.youtube.com/@kulutheowl952