

# Mihai Crisan

☎ +40 773 717 202   ✉ [crisanmihai2004@gmail.com](mailto:crisanmihai2004@gmail.com)   💼 [linkedin.com/mihai-crisan](https://www.linkedin.com/mihai-crisan)   🐙 [github.com/mihaicrisan04](https://github.com/mihaicrisan04)

## Education

### "Babeş-Bolyai" University

Expected May 2026

*I am currently pursuing a Bachelor's degree in Computer Science (GPA: 3.5).*

*Cluj-Napoca, Romania*

- **Relevant Coursework:** Data Structures and Algorithms (C++), Prob & Stat in CS (Python), Databases(SQL), Linear Algebra, Calculus, OOP (C++), Operating Systems (C), (Computer Networks (Python/C)

### Informatics High School "Tiberiu Popoviciu"

2019 – 2023

*academic environment focused on cultivating excellence in computer science and technology.*

*Cluj-Napoca, Romania*

- **Competitive Programming:** 650+ problems solved on <https://pbinfo.ro> (largest Romanian collection of algorithmic problems)
- **Olympiad in Informatics:** Honorable Mention 2022, Attendee 2021 & 2022)
- **Romanian Baccalaureate:** 9.35 Score (9.75 in Mathematics, 9.65 in Informatics)

## Projects

### Cluj-Napoca Bus Tracking App | Swift, SwiftUI, TranzyAPI

<https://github.com/mihaicrisan04/bus-map>

- Developed a real-time public transportation tracking application for Cluj-Napoca, focusing on fast data processing and user-friendly features.
- Achieved near-instant data updates for bus locations by implementing efficient network calls and optimizing API data handling, reducing app refresh times.

### Boccelute | JavaScript, PHP, SQL, MySQL, WampServer

<https://github.com/mihaicrisan04/boccelute>

- Led the development of a full-stack e-commerce website specializing in tote bag sales, overseeing all aspects from database implementation to frontend design.
- Implemented robust backend logic for user account management, ensuring secure encryption of sensitive data for each account and seamless signup functionality.

### Obstruction Game | Python, PyGame

<https://github.com/mihaicrisan04/obstruction>

- Engineered the "Obstruction" game with a scalable and easily modifiable codebase by employing a layered architecture, ensuring flexibility for future enhancements without compromising existing functionality.
- Implemented an advanced AI opponent using the Minimax algorithm with Alpha-Beta Pruning, resulting in a nearly unbeatable and highly efficient gaming experience for players.
- Created the game using Python programming language, leveraging the Pygame library for graphical rendering and interactive gameplay elements.

## Experience

### DpIT – Hackathon-style Internship

Sep 2021 – June 2022

*Software Developer – Full-Stack*

*Cluj-Napoca, Romania*

- Led the design and development endeavors in a collaborative team of 5 individuals for the Medlog project, focused on transforming doctor-patient communication and optimizing healthcare workflows.
- Optimized the design of the Medlog application's navigation system, yielding a 50% improvement in user efficiency by streamlining access to specific functions and features.
- Implemented coding solutions to ensure the Medlog app functions flawlessly on screens of all sizes, making it accessible and user-friendly for everyone.

### Kindergarten Automation Project

Oct 2023 – Present

*Software Developer – Automation Specialist*

*Cluj-Napoca, Romania*

- Developed a Google Sheets automation system using Apps Script, streamlining report generation and saving the kindergarten in administrative costs.
- Designed and implemented an email newsletter system, enabling educators to efficiently communicate daily child behavior updates to parents, enhancing parent-teacher communication.
- Transitioned the kindergarten from a paper-based reporting system to a digital solution, improving data accuracy and accessibility while promoting environmentally sustainable practices.

## Languages

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- **Cambridge Advanced English:** Grade C1 – 197 Overall Score
- **German Language Proficiency:** Achieved a B2 level in German through immersion in a German-inclined environment school over 8 years

## Technical Skills

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**Languages:** C, C++, C#, Python, Swift, SwiftUI, Bash, Java, SQL, HTML, CSS, JavaScript, TypeScript

**Technologies:** Git, Github, Firebase, .NET, Supabase, Nextjs, Vercel, Tailwind

**Interests:** AI, Machine Learning, LLMs, Data Science, MCPs, Databases, System Design, Productivity, Indie Dev work, Ice cream, Clash Of Clans, Sports