

Bogdan-Mihail Andreiana

hello@bogdan.ws / bogdan.ws / github.com/bogdanws

EDUCATION

University of Bucharest — B.Sc. Computer Science

Oct 2024 – Jun 2027 (expected)

Bucharest, Romania

EXPERIENCE

Competitive Programming Tutor

2025 – Present

Teach algorithms, data structures and problem-solving in C++ to students preparing for the national informatics olympiad.

SKILLS

PROGRAMMING C++ / Go / TypeScript / Python / C# / Java / Dart / PostgreSQL
FRAMEWORKS React / Next.js / Astro / Tailwind CSS / FastAPI / ASP.NET Core / Flutter
AI LangGraph / RAG / Vercel AI SDK / MCP
DEVOPS Docker / Linux / nginx / Caddy / GitHub Actions / Self-hosted infra
LANGUAGES Romanian (Native) / English (C1)

PROJECTS

01 **SPMT** [live](#)

[React](#) / [Go](#)

A public transit platform for Târgoviște with multi-leg routing, an interactive map, and a geometry-aware editor for stops, lines, and timetables.

02 **info.bogdan.ws** [live](#)

[React](#) / [Go](#) / [Linux](#)

A competitive-programming platform with sandboxed code execution and a step-by-step debugger. Code runs under kernel isolation with cgroup resource limits.

03 **Synapse** [source](#)

[React](#) / [Python](#) / [LangGraph](#)

An AI research platform where three agents turn a topic into a verified, cited report: agents gather sources, draft with inline citations, then audit every claim.

04 **Markly** [source](#)

[ASP.NET Core](#) / [Bootstrap](#)

A social-bookmarking app where the community saves images, videos and links, organized in masonry grids.

AWARDS

Silver Medal (×2) National Olympiad in IT (ONTI), 2023 & 2024

1st place County Olympiad in Cybersecurity (OSC), 2024

1st place County Olympiad in Informatics (OJI), 2024

2nd place County Olympiad in Informatics (OJI), 2022