DOLTU TEODORA ELIZA

Student

Eliza - Teodora Doltu

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Profile

Motivated and ambitious Computer Science student with strong teamwork and problem-solving skills. Known for being a fast learner and adaptable in dynamic environments, I am committed to continuous personal and professional growth. My passion for technology drives me to seek new challenges and opportunities to expand my expertise. In my free time, I enjoy skiing, football, and hiking, which help me stay focused and balanced.

Education

"Dimitrie Cantemir" College
2018-2022

"Alexandru - Ioan Cuza" University
Computer Science in English
2022-2025

Awards & Certificates

Judge Award - second place
First Tech Challenge (2019 - 2020)

Honors
Awwwards (2024)

Cambridge English B2
Cambridge University Press & Assessment
Issued Apr 2022
501/1423/2 - Accreditation Number
B7600686 - Verification Number

Skills

Soft
Ambitious
Creative
Team - Player
Fast learner

Hard
HTML5
CSS
Javascript
Reactjs
Tailwind CSS

GSAP
Nodejs
C/C++
Figma

Experience

Technical Member
STIM DC (2019-2021)

Volunteer
Sf. Voievod Stefan Cel Mare - Harja (June 2019)

Volunteer
Asociatia Sfanta Anastasia - Targu Ocna (August 2019)

Volunteer
Parohia Buna Vestire - Targu Ocna (July 2019)

Projects

Personal Website

Developed and deployed a personal website on Vercel using ReactJS, Tailwind CSS, and Lenis Scroll for a smooth, responsive experience. Integrated GSAP, React Spring, and React Scroll Parallax for animations. Designed in Figma with a focus on a clean UI and optimized for SEO.

Segmente

On a sheet of paper, mark a few dozen points at random. Each of the two players has prepared a colored pencil, in this case, the points will appear on the screen. The points are joined, two by two, through right segments, regardless of the size and orientation of the segments. The same point cannot be the end of two or more segments, and the segments will not overlap.

Flavorfolio

Create a web app using Open Food Facts data to manage culinary preferences, including categories, prices, ingredients, allergens, perishability, and availability. Features include shopping lists, user management, and exportable statistics (CSV, PDF). The app supports dietary restrictions and seasonal/regional availability.

Booking Iasi

This project, developed for the Software Engineering class at Alexandru Ioan Cuza University, Iași, provides an intuitive booking system for locations in Iași. It includes user profiles, 3D visualization of locations, and is deployed on a local server via Docker. The system follows strict CSP rules with nonce-based fetching for security.
Role: SCRUM Master Frontend.