

Vladislav Shorodok

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EDUCATION

Stefan cel Mare University of Suceava, Faculty of Electrical Engineering and Computer Science
Bachelor of Engineering in Computer Engineering

October 2023 – June 2027

EXPERIENCE

Computer Engineering Student, Stefan cel Mare University of Suceava

October 2023 – Present

- Developed object-oriented applications utilizing C++ and C# while applying core OOP principles
- Designed and implemented relational databases using MySQL and optimized SQL queries
- Built responsive frontend web interfaces using HTML, CSS, and JavaScript
- Applied version control best practices using Git for robust source code management
- Programmed video games using Unity and C#, implementing gameplay mechanics and logic specific to the graphics engine
- Operated within Linux environments to execute development and code compilation tasks

Computer Engineering Practice, POWERTRACE SRL – Suceava, Romania

May 2026 – June 2026

- Engineered a C# Windows Forms application interfacing with hardware components to establish a GSM-triggered Wake-on-LAN system
- Authored comprehensive technical documentation outlining system architecture, component integrations, and operational workflows
- Conducted functional testing and debugging of the application to verify consistent remote system activation and accurate error handling during hardware communication

PROJECTS

E-commerce Management Platform

March 2026 – April 2026

- Built a full-stack web application for inventory and order management using a Spring Boot backend and React frontend
- Designed REST APIs to expose data manipulation endpoints, handling bidirectional relational mapping to resolve JSON serialization loops
- Architected and queried a relational MySQL database utilizing a layered architecture (controller, service, repository) to efficiently manage business logic
- Automated backend CI/CD pipelines via GitHub Actions for multi-stage Docker builds, and authored Kubernetes manifests enabling zero-config, CPU-autoscaled cluster deployments.

Steel Horizon, Academic Project

November 2025 – January 2026

- Engineered gameplay mechanics, control systems, and user input management as the Game Programmer in a three-member development team using Unity and C#
- Applied Object-Oriented Programming principles to architect modular systems based on Unity scripts and components
- Utilized Unity Version Control to manage player-environment interactions, collaborate effectively, and document project evolution

Automatic Parking System, Academic Project

April 2026 – June 2026

- Developed a Reinforcement Learning agent using Python and Stable-Baselines3 (PPO) to autonomously parallel park a vehicle
- Engineered a custom Gymnasium environment featuring a multi-input observation space combining 1D vehicle proximity states and 2D camera images
- Integrated the CoppeliaSim 3D physics engine via the ZeroMQ Remote API, utilizing synchronous stepping to ensure high-performance, accurate simulation training

SKILLS & CERTIFICATIONS

Languages: Python, Java, C/C++, C#, HTML, CSS, JavaScript, SQL

Frameworks & Libraries: Spring Boot, React, Stable-Baselines3, Gymnasium, Pydantic, Unity

Tools & Systems: Git, REST APIs, JSON, MySQL, Linux/macOS Unix Environments, CoppeliaSim

Certifications:

- Quality Assurance, freeCodeCamp (Jul 2026)
- B1 English for Developers, freeCodeCamp (Mar 2026)