

Mihaiel Birta

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Education

University of Applied Sciences - Hochschule Campus Wien Austria, Vienna
Bachelor of Science - Computer Science and Digital Communications 2024-2027

- **Relevant Coursework:** Algorithms & Data Structures, Software Engineering, Object-Oriented Programming, AI Systems, Fullstack Web Development, Database Systems, Human-Computer Interaction

Technical College - HTL Ettenreichgasse Austria, Vienna
Engineering Diploma – Electronical Engineering and Technical Computer Science 2020-2022

- **Relevant Coursework:** Digital Technology, Embedded Systems, Computer Engineering, Low Power Communication Technology, Circuit Simulation & Design, Prototyping & Hardware Testing
- **Diploma Project:** Designed and built an **Arcade Machine** and a **Self-driving Car Prototype**

Experience

DI Markus Weiner ZT GmbH Austria, Vienna
Information Systems Administrator April 2022 – Present

- Managed and optimized internal databases, ensuring high availability, data integrity, and secure access controls
- Monitored and optimized IT infrastructure performance, resolving bottlenecks and reducing system downtime
- Administered Microsoft 365 environments, implementing cloud-based solutions to enhance operational efficiency
- Designed and implemented cloud-based solutions for data backup, user management, and project structures

Projects

TimeBit Application | JavaScript, TypeScript, MySQL, HTML/CSS, API 2025
Group Project – Lead Developer

- Led development of a full-stack time tracking management app using Node.js, Express, MySQL, and JavaScript
- Implemented secure authentication with JWT tokens and Google OAuth, ensuring data integrity and user access
- Designed scalable MVC-based backend architecture and responsive frontend to support maintainability and future feature expansion
- Documented RESTful API with Swagger/OpenAPI, enabling clear testing and integration for future development

Minesweeper Application | Java, JavaFX 2024
Group Project – Lead Developer

- Coordinated task delegation, code reviews, and architectural decisions within a 4-person team
- Directed a team of four in developing a modular Minesweeper game using JavaFX and OOP principles
- Established coding standards, GitHub repository, and workflow, fostering collaboration among teammates
- Implemented grid-based board logic, difficulty modes, and UI design to replicate and enhance the classic game

Self-Driving Car Prototype | C, Embedded Systems, Microcontrollers 2022
Solo Project

- Built an autonomous car prototype emphasizing embedded systems and real-time efficiency
- Implemented PID control algorithm to achieve stable lane tracking and obstacle avoidance
- Utilized communication protocols (UART, I2C) for sensor and actuator coordination
- Produced comprehensive documentation, validating concepts through iterative prototyping and testing

[\(and many more\)](#)

Technical Skills

Programming: C, Java, Python, JavaScript

Tools & Technologies: Git, Docker, Node.js, Express, MySQL, REST, Embedded Systems, Microsoft 365 Administration, In-Depth Windows/Linux/macOS Operating System Knowledge

Languages: German (Fluent), English (Fluent), Croatian (Fluent), Romanian (Fluent), Korean (A2)