

## Rezultate Licență - Calculatoare Engleza

Nr. Crt	Nume	Init	Prenume	Denumire proiect	Cunoștințe	Proiect	Medie
1	ALEXANDRESCU	C.D.	CRISTIAN	Cross-platform Technical Audit of a Website	9.8	9.6	9.7
2	BADEA	I.	ELENA-DELIA	Mobile Application for Managing the Activity of a Soccer Academy	9	10	9.5
3	BÎNĂ	F.	CLAUDIA-MIHAELA	Hand Gestures Recognition in Images	10	10	10
4	BÎRĂIANU	N.	ALEX-VALENTIN	Interactive Database Application for Cinephiles	8	9	8.5
5	CÎRCEAG	V.	EDUARD-ALEXANDRU	Face Recognition with Machine Learning	7.8	8.4	8.1
6	DEACONESCU	C.G.	ANDREI-CORNEL	Indoor Lighting Controlled By Arduino	9.6	9.8	9.7
7	DIACONU	G.	GEORGE-ALEXANDRU	Healthcare Management Service	9	8.8	8.9
8	DRAGOMIR	G.	SORIN-ALEXANDRU	Emotions Recognition in Images	9.8	9.4	9.6
9	FLORESCU	M.	EMILIA-CHRISTINA	Online Hotel Reservation Application	9.2	8.8	9
10	HINOVEANU	I.	ELENA-MONICA	Implementing a Local Grid-based System Applied on E-Commerce Web Crawling	9.4	8	8.7
11	ICĂ	D.	ALEXANDRA-CLAUDIA	Automatically Opening System for Gates	9.8	9.4	9.6

12	MATEIAȘI	T.	ANDREEA	Alert System	9.6	8.8	9.2
13	NICOLA	F.	MIHAI-CRISTIAN	Technology Blog and Website	7.8	7.6	7.7
14	OPREA	V.	MIHAI	Web Platform for Managing Erasmus Scholarships	8.6	8.8	8.7
15	PLANEA	F.	BOGDAN-CRISTIAN	E-learning support for several MS Office applications	7.8	8	7.9
16	ROȘU	V.D.	RĂZVAN-THEODOR	Virtual Access and Event Management using QR Codes	9.6	9.8	9.7
17	RUXANDA	T.	ALEXANDRU-GABRIEL	Social Network Application for File Sharing and Live Chat	7.8	7.8	7.8
18	SAVU	S.	BENIAMIN	Automatic Assesment of Narrative Answers using Information Retrieval Techniques	10	10	10
19	ȘERBAN	L.	ANDRA-COSTINELA	Flash News Application	9	8.6	8.8
20	SIMION	F.N.	IULIA-CRISTINA	Visual Programming Tool	9	9.2	9.1
21	SPÎNU	D.	ALEXANDRU	Implementation of a RPG game in Unity	9	9.4	9.2
22	SPÎNU	M.	CRISTIAN-GABRIEL	Implementation of the Gravity Models for Moon, Mars, Mercury and Venus in Orekit	7.8	8.4	8.1
23	STAN	I.	ECATERINA-LARISA	Managing Information for a Doctoral School	ABS	ABS	ABS
24	STĂNESCU	D.	RALUCA	Smart Hospital	10	10	10
25	STĂNESCU	G.	VALENTIN-MIHAI	Automatic Plant Watering System	9.6	10	9.8

<b>26</b>	STÎNGĂ	I.	RAMONA-MARIANA	Smart Water System for Animals Controlled from Smartphone	<b>9</b>	<b>8.4</b>	<b>8.7</b>
<b>27</b>	STOCHIȚOIU	I.	CRISTIAN-ALEXANDRU	Control of an Intelligent Greenhouse	<b>8</b>	<b>8</b>	<b>8</b>
<b>28</b>	SULIȚĂ	Ș.S.	COSMIN-GABRIEL	Ridesharing Android Application	<b>9</b>	<b>9</b>	<b>9</b>
<b>29</b>	TOLGOI	G.	MIHAI-GABRIEL	Android Controlled Smart Car with Lights and Obstacle Detection	<b>9.4</b>	<b>9.6</b>	<b>9.5</b>
<b>30</b>	UNGUREANU	I.	ADRIAN-ION	Augmented Reality App for Laboratory Training (Induction) Purposes	<b>8.8</b>	<b>9.6</b>	<b>9.2</b>
<b>31</b>	VASILE	I.	MARILENA-CLAUDIA	E-Learning Application	<b>9</b>	<b>9</b>	<b>9</b>
<b>32</b>	VIOREANU	V.	VALENTIN-ALEXANDRU	Drawing Machine using Arduino	<b>9</b>	<b>9.6</b>	<b>9.3</b>

Nota: NE = Not evaluated yet