

4IT Erasmus+Project 2024-1-RO01-KA121-VET-000214264
Beneficiary Colegiul National Gheorghe Vranceanu, Bacau, Romania

Sending organization: Colegiul National „Gheorghe Vranceanu" Bacau,

Romania

MOBILITY PORTFOLIO
Granada, Spain

Mobility period:
GRANADA, SPAIN 13.04.2025-28.04.2025 practice period 14.04.2025-25.04.2025

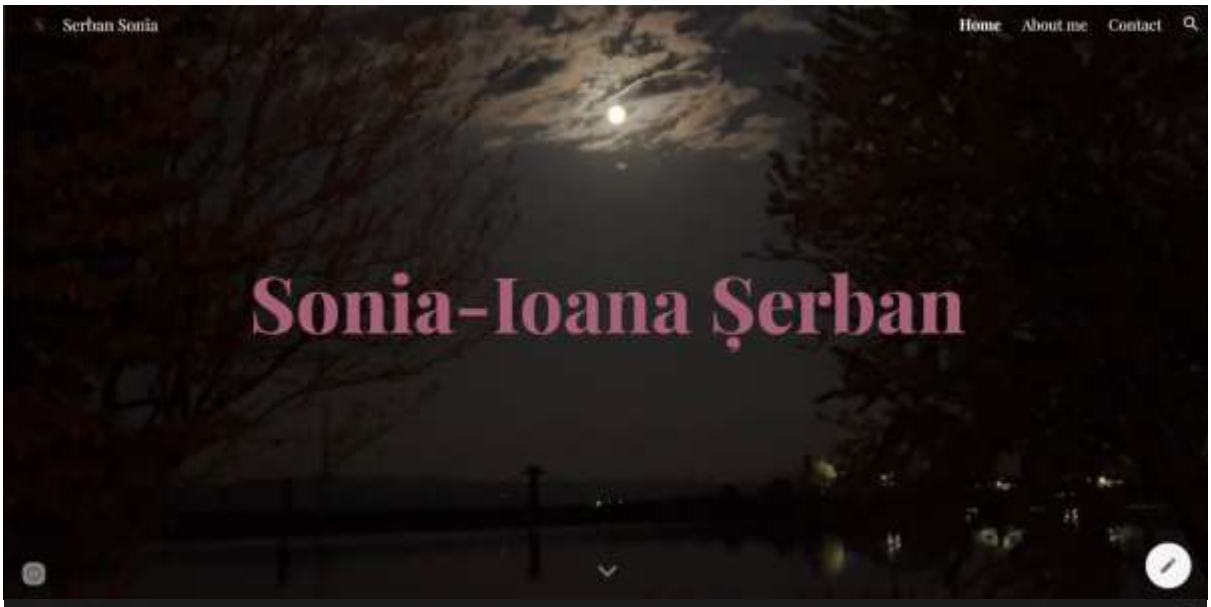
Arcan Studios, Granada, Spain

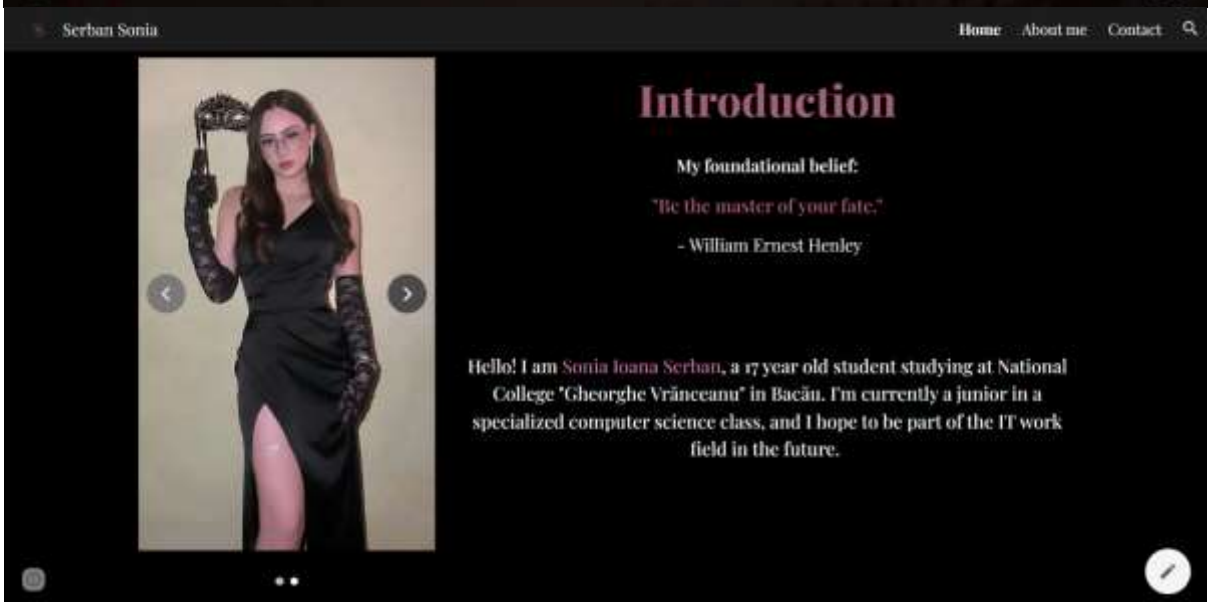
Practice tutor: Juan Manuel Ferrer Martin

Participant: Șerban Sonia-Ioana

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Personal Introduction – Site





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My Reason to Join

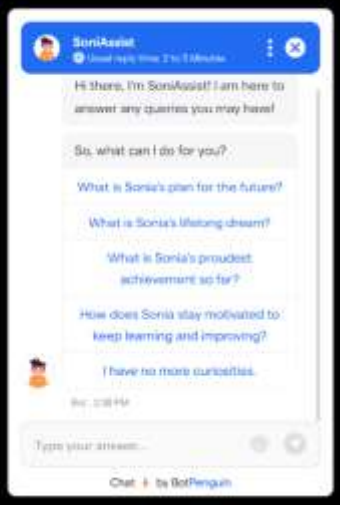
I am highly motivated about taking part in the 4IT program because it would be a unique opportunity to receive relevant work experience within the information technology industry in an international and professional setting. It would consist of the chance to work at an IT company located in Spain for two weeks to apply theory into practice to increase technical skills in programming, system development, and problem-solving.

A multi-cultural work environment will allow me to observe other views and methods of work. Undoubtedly, it will provide me with important skills, detrimental in the global IT market, including adaptability, teamwork, and good communication skills. This project is in line with my career goals and it gives me the possibility to improve my job prospects by developing my skills, thus being able to succeed and work in a very exciting yet highly competitive field.



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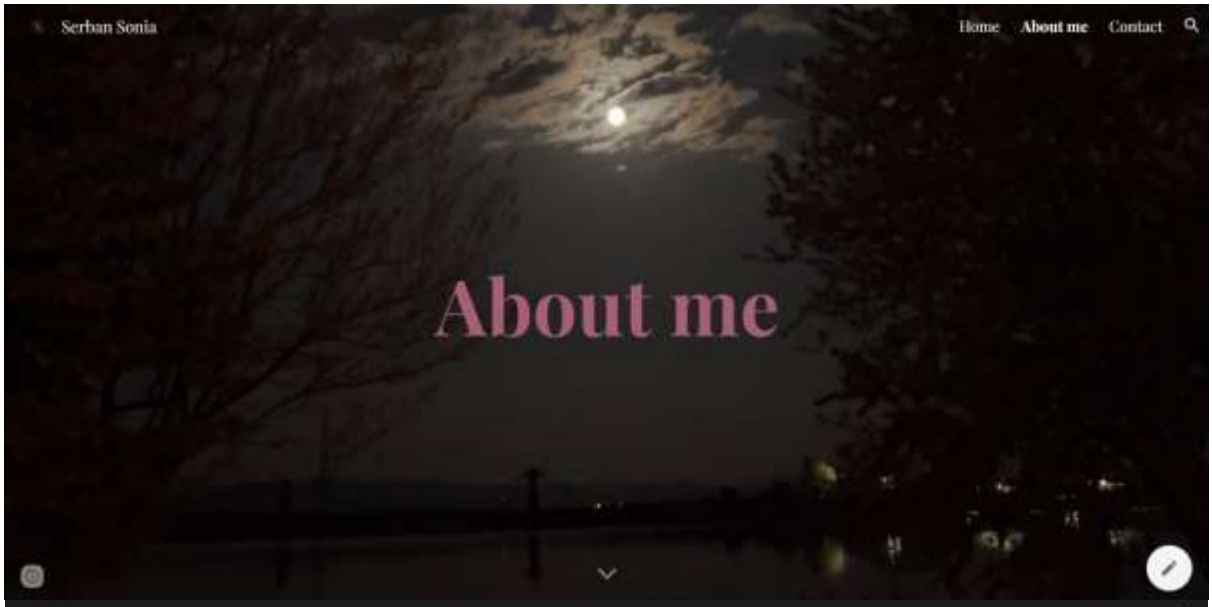
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Discover more



Lucrețiu Pătrășcanu 30 Street, Bacău, 600204



About me

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Introduction to coding

I began to learn programming at the age of 10. My early curiosity as to how video games were created sparked my fascination with coding, which soon turned into an avid passion for computer science, and in the same year, 2017, I had the urge to try to do some basic mobile games myself; two of those are presented below. During all these years, I worked on being perfect in programming, took part in some competitions, and tried to continuously improve my coding skills. Now, the most important interest is university preparation for admission to the Faculty of Mathematics and Computer Science at the University of Bucharest.



Tic Tac Toe

We insert 3 HorizontalArrangement components. We set their width to be equal to the entire screen's width. The content of these components will be horizontally centered. In each HorizontalArrangement, we insert 3 buttons. We set the buttons to be square-shaped, with a side length of 100 pixels, a font size of 25, and no text on them.

We add another HorizontalArrangement that spans the width of the screen and is centered,

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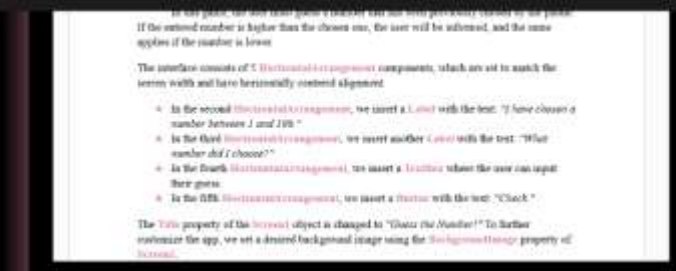


Guess the Number!

In this game, the user must guess a number that has been previously chosen by the phone. If the entered number is higher than the chosen one, the user will be informed, and the same applies if the number is lower.

The interface consists of 3 HorizontalArrangement components, which are set to match the screen width and have horizontally centered alignment.

- In the second HorizontalArrangement, we insert a Label with the text: *"I have chosen a number between 1 and 100."*
- In the third HorizontalArrangement, we insert another Label with the text: *"What number did I choose?"*
- In the fourth HorizontalArrangement, we insert a TextBox where the user can input



If the entered number is higher than the chosen one, the user will be informed, and the same applies if the number is lower.

The interface consists of 5 HorizontalArrangement components, which are set to match the screen width and have horizontally centered alignment.

- In the second HorizontalArrangement, we insert a Label with the text: *"I have chosen a number between 1 and 100."*
- In the third HorizontalArrangement, we insert another Label with the text: *"What number did I choose?"*
- In the fourth HorizontalArrangement, we insert a TextBox where the user can input their guess.
- In the fifth HorizontalArrangement, we insert a Button with the text: "Check."

The Title property of the Screen1 object is changed to *"Guess the Number!"* To further customize the app, we set a desired background image using the BackgroundImage property of Screen1.



Volunteering Experience

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I used to volunteer between the ninth and tenth grades for FSC – Community Support Foundation. In just seven months, I rose to the position of Head of the Workshop Department, where I led the team in designing and producing handmade crafts such as toys and ornaments. These would later be sold or distributed to raise funds for orphaned children, the elderly, disadvantaged people, and other vulnerable groups in society. Another area of my contribution has been in manage the fundraising events that have helped reach the foundation's service provision wider. During the summer, I also helped coordinate Children's Day activities in the town center, overlooking the Face Paint and Ballon Shaping Division, and organize Summer Schools in rural areas. While already not volunteering as much, leadership, teamwork, and organization involved in conducting this camp remain influential in my approach and attitude toward challenges and responsibilities.

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Athletic ability

Like my fascination with C++, my interest in sport started when I was a child, and it has been continued up to now. When I was little, I tried many types of sport activities: ballet, swimming, tennis, track and field, and handball. Among them, handball became my favourite, because of the strong cooperative approach this team sport involves.
Physically active engagement has been the big part of my life and has helped me to maintain my academic performance. During the last year, I have regularly visited the gym, a routine serving to yield several health benefits, increased discipline, and energy levels that are very helpful during studying. I also like to go on hikes as often as possible because it is an opportunity to be close to nature while still having the ability to commit to exercise.

Although my involvement in sport and volunteer work has gone down currently, this change can be explained by the adjustment in my focus towards my studies. However, I have always valued personal growth and discipline. Throughout the years, all these activities have been very instrumental in molding me into a well-rounded individual committed both academically and personally.





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Musical expression

During the past two years, I have developed an interest in the electric bass guitar, inspired by the various concerts I and my friends have attended. For me, music is a means through which I could express myself, still pertaining to my codings but allowing a different way of self-expression. Through it, I had acquired the virtue of patience, being focused, and saw the benefits of regular practice. Music serves as a good outlet enabling me to balance academics with my artistic side. Volunteering, sports, and down to my commitments with regard to programming and music have been imbuing me with these rounded traits. Though I am concentrating foremost on my academics, I would not leave any stone unturned in my personal development regarding all spheres of my life.





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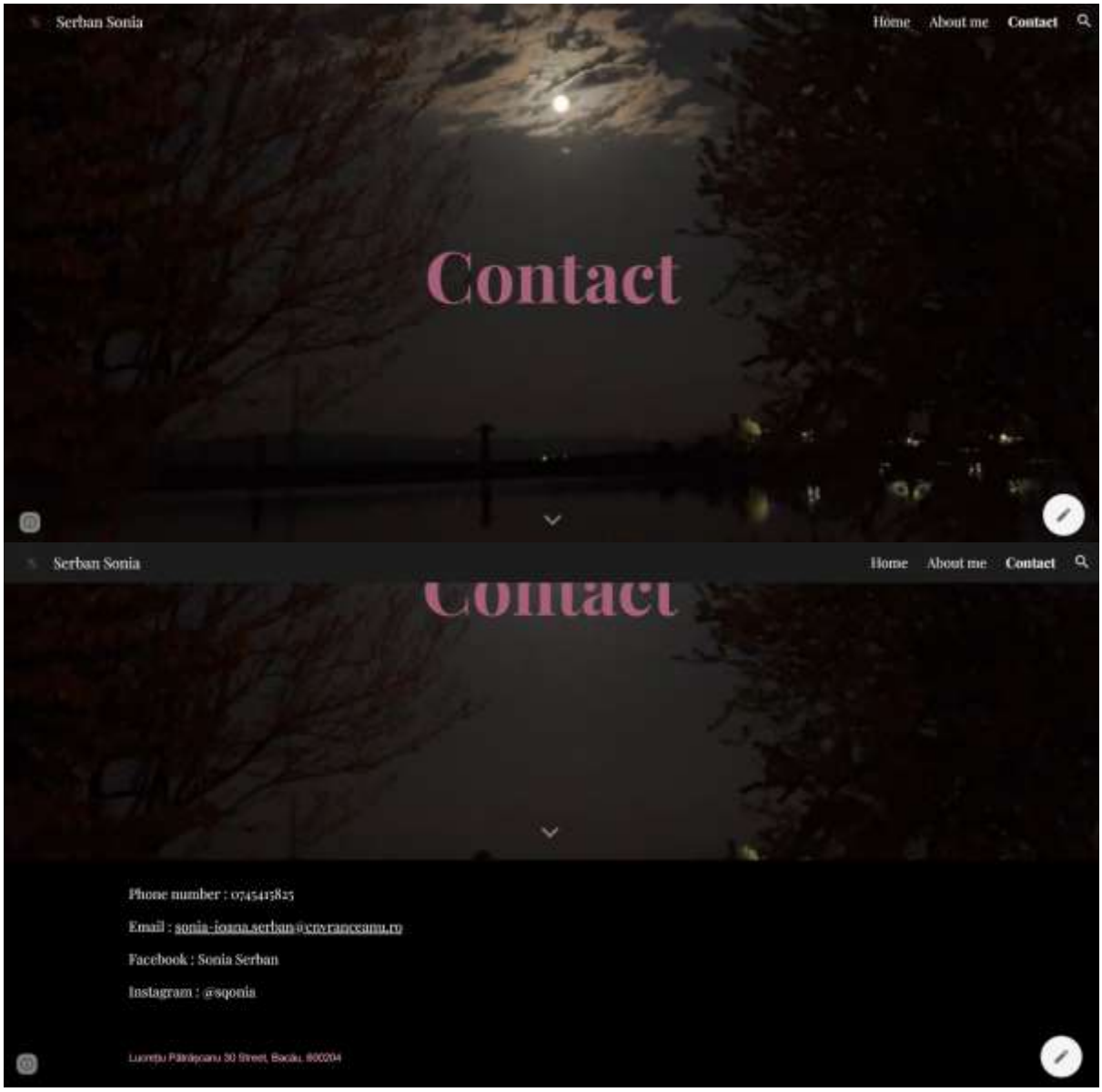




Thank you for your interest in finding out more about me. Please do feel free to get in touch via my contact page should you have questions or need further detail on anything.

Contact page

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Pedagogical training – Internship City Video Presentation







Arcan Studios -
"Our main objective is excellence in training."



ARCAN
studios













Interiorul palatului Alhambra




Semanta Santa (Săptămâna Sfântă de Paşte)
Cartierul Albaicín



CARTIERUL SACROMONTE







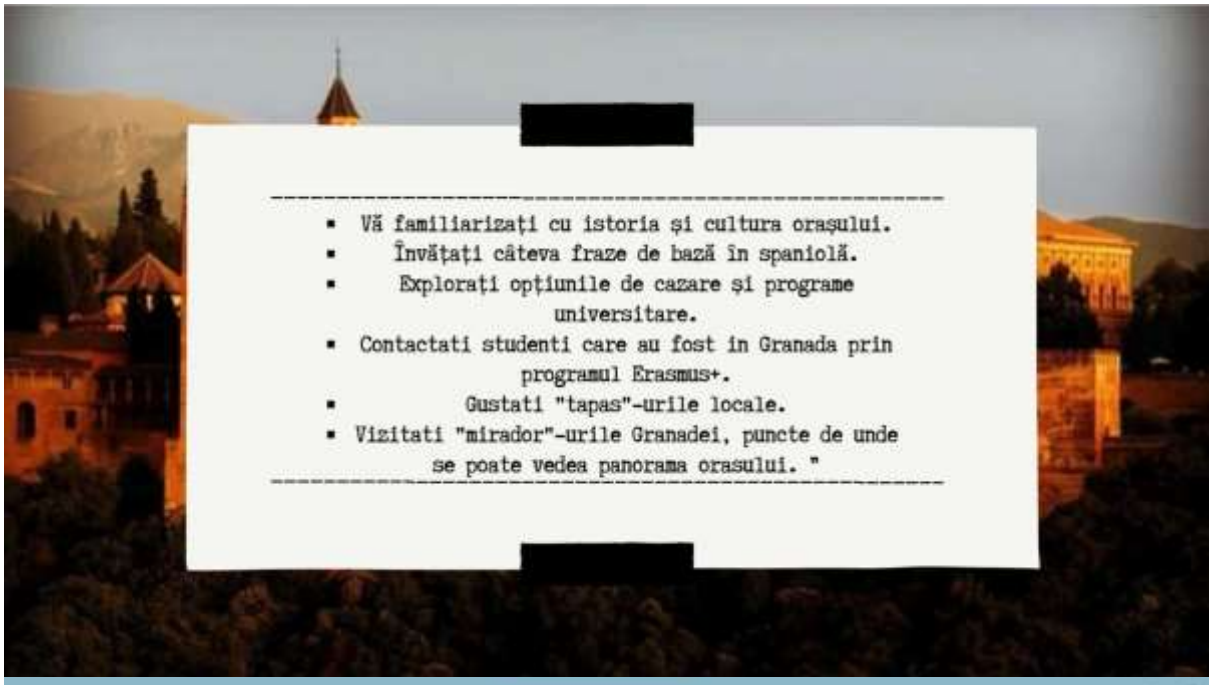
Universitatea din Granada







Străzile Granadei în timpul zilei



- Vă familiarizați cu istoria și cultura orașului.
- Învățați câteva fraze de bază în spaniolă.
- Explorați opțiunile de cazare și programe universitare.
- Contactati studenti care au fost in Granada prin programul Erasmus+.
- Gustati "tapas"-urile locale.
- Vizitati "mirador"-urile Granadei, puncte de unde se poate vedea panorama orasului. "



Melodia "Granada" compusă de Agustín Lara este un omagiu adus orașului Granada. Melodia a devenit un standard internațional și este considerată unul dintre cele mai frumoase tributuri aduse orașului.

Linguistic training – Spanish exercises

1 Una empresa de hoy

a. Mira las fotos y marca: ¿qué organiza Eventos Hoy? Escucha después y comprueba tus respuestas. 22

○ visitas turísticas ○ comidas y fiestas ○ congresos ○ eventos deportivos

• *Yo creo que organiza...*

b. Escucha otra vez. ¿Qué tarjeta de visita es la correcta?

A

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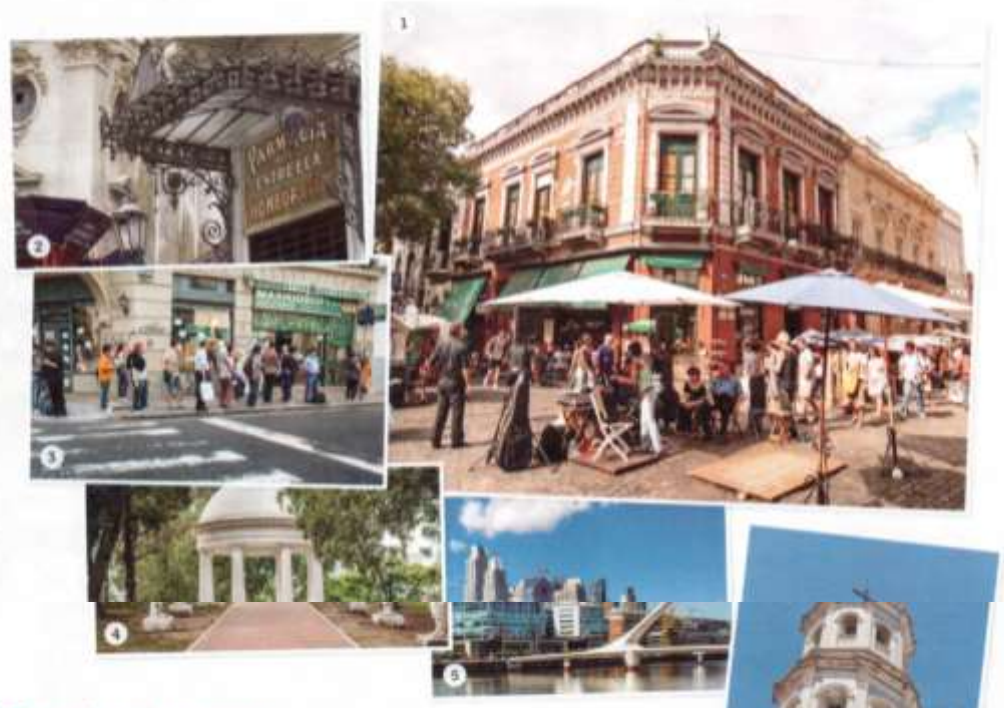
EL ARTÍCULO está delante de los sustantivos.

		singular	plural	
Definido	M	**el**	**los**	el alumno – los alumnos
	F	**la**	**las**	la alumna – las alumnas
Indefinido	M	**un**	**unos**	un alumno – unos alumnos
	F	**una**	**unas**	una alumna – unas alumnas

Vida – una vida – unas vidas – la vida – las vidas
Escuela –
Afición –
Empresa –
Guitarra –
Instrumento –
Grupo –
Coro –
Deporte –

MI BARRIO

Describir un barrio • Preguntar y decir lo que hay en una ciudad o en un barrio • Preguntar e informar sobre dónde se encuentra alguien o algo • Hablar de direcciones y medios de transporte



1 Desde mi ventana

a. **¿Qué ves en las fotos?** Relaciona las imágenes con las siguientes palabras.

una calle · una plaza · un parque · un río · coches · una iglesia · una parada de autobús · una farmacia · un museo · un mercado

- *En la foto 4 veo...*

b. **Miguel habla de su nuevo barrio con su madre.** Escucha el diálogo. ¿Dónde vive Miguel ahora? ¿Qué cosas de **1a** menciona? 41

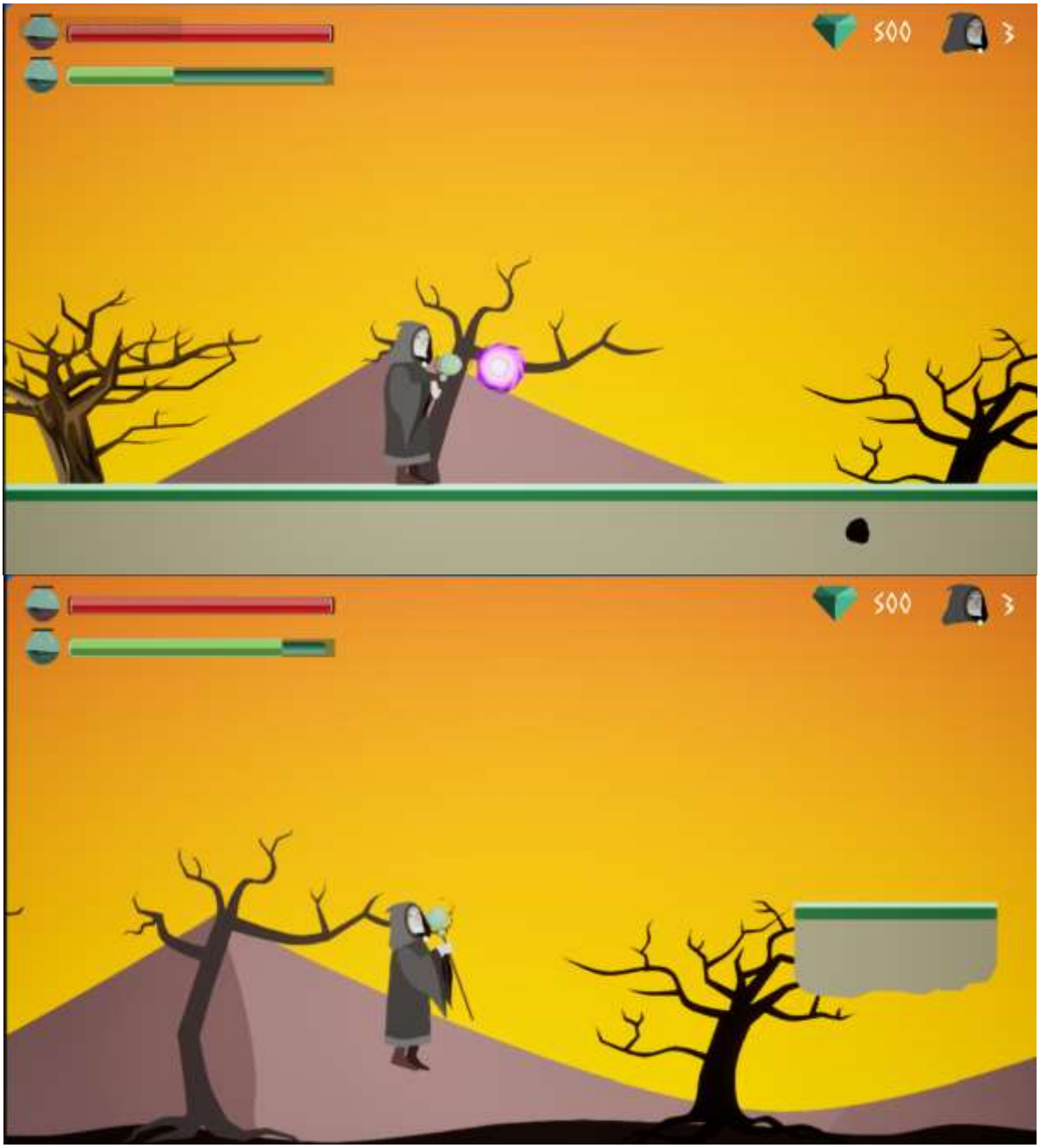
c. **Escucha otra vez.** ¿Qué ve Miguel desde su ventana? Y tú, ¿qué ves desde la ventana de tu casa?

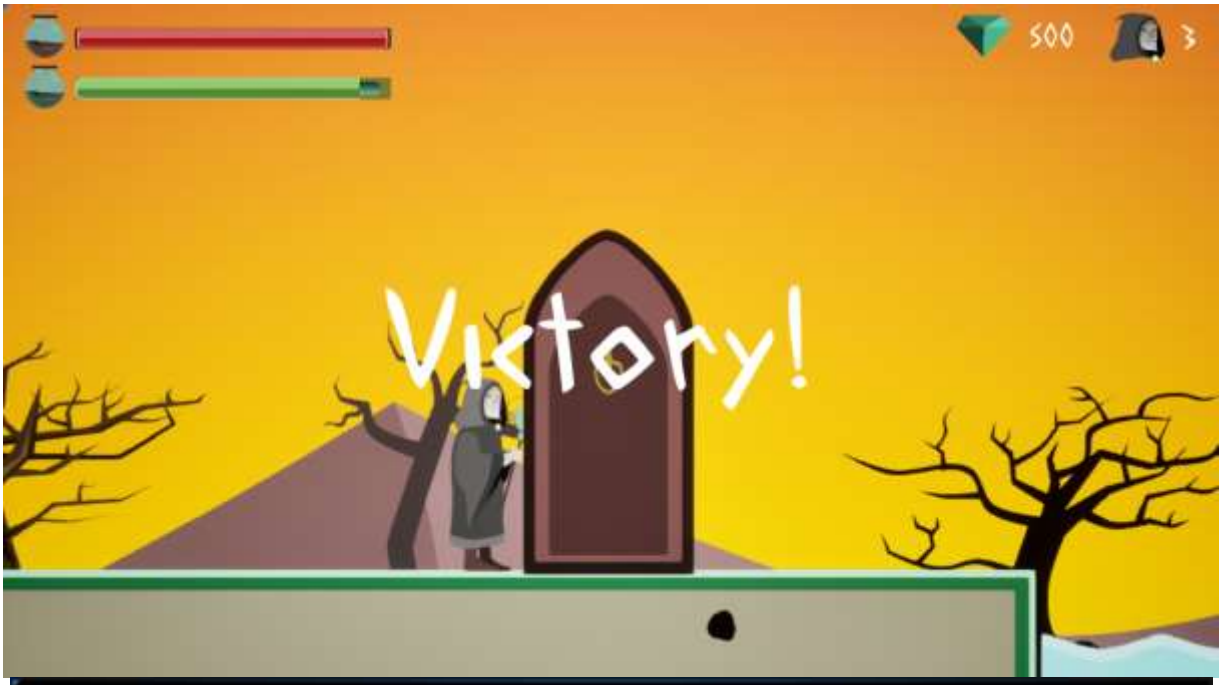
2 El barrio de San Telmo

a. **¿Cómo es San Telmo, el nuevo barrio de Miguel?** Lee el texto de la guía.

Arcan Magic – Game




500
3
500
3


500
3
Victory!


Game Over