

# ROBERT ERNST

Junior Software Engineer  
Computer Science Student

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## PROFILE

Hands-on Software Engineer and Computer Science Student, working on developing and optimising enterprise-level application features. I utilize complex solutions to build robust services, delivering high-standard results that enhances the final product.

My specialities include mastering a broad spectrum of technologies, culminating in a dynamic skill set.

## EXPERIENCE

### Junior Software Engineer / PokerStars

**BETFAIR ROMANIA DEVELOPMENT - Cluj, RO**  
August 2023 - Present

### Software Engineer Intern / PokerStars

**BETFAIR ROMANIA DEVELOPMENT - Cluj, RO**  
January 2023 - August 2023

## SKILLS

React   Redux   RxJS   Angular   HTML   CSS  
TypeScript   JavaScript   Spring   Webflux   AOP  
OAuth2   WebSocket   Persistence   JPA   Java  
Kotlin   React Native   Android   Python   C++  
Assembly   PL/SQL   SQLite   PostgreSQL  
MongoDB   Redis   Docker   Kong   AWS

## LANGUAGES

**English:** Full working proficiency

**Italian:** Limited working proficiency

**Hungarian:** Limited working proficiency

**Romanian:** Native

## EDUCATION

### Bachelor / Computer Science and Engineering

**Technical University of Cluj-Napoca**  
October 2021 - May 2025

### High School Diploma / Programming Class

**National High-School ANDREI MURESANU**  
September 2017 - May 2021

## PROJECTS

### Booking Admin App

- Developed an Android administrative application utilizing Kotlin and Java.
- The data was stored in an SQLite database and subsequently processed into various profit charts using the MPChart library.
- Ensured that all bookings and associated details were accurately tracked and presented in an aesthetically pleasing user interface for the client.

### Online Chess App

- Engineered the Chess Algorithm using Kotlin and Java and implemented it in an Android app.
- The application provides the option for either 2 local players or an online match via realtime Database of Google Firebase.
- All matches and moves were stored via SQLite and subsequently processed into a match log tab using the MPChart library.

### Banking System

- Built a banking system utilizing Spring Boot with Java and PostgreSQL for the backend, and Android with Kotlin for the frontend.
- The system features a transaction engine, algorithm for password encryption, currency conversion capabilities, deposit and withdrawal systems, credit analysis and calculation of interest rates.