

ROBERT ERNST

Backend Developer

Computer Science Student

ABOUT ME

I always loved creating something from scratch, something personal. Later on, I developed a passion for coding & creating projects. Started creating small .cpp files with C++, continued with making some projects for university in ASM Language (Digital Clock, Tic Tac Toe, Snake), and lately, building Frontend web apps with React, Backend REST servers with Spring Boot & PostgreSQL, as well as Android Fullstack apps, anything that requires problem-solving skills and coding scripting.

Personal Email:

ernst2002@gmail.com

Phone Number:

+40736611684

Portfolio Website:

<https://roberternst-portfolio.netlify.app>

*my website contains samples of some of my projects

LANGUAGES

English ● ● ● ● ●

Italian ● ● ● ○ ○

Hungarian ● ● ● ○ ○

Romanian ● ● ● ● ●

EXPERIENCE

Backend Intern (January 2023 -Present)

BETFAIR ROMANIA DEVELOPMENT

Currently a Backend Intern at PokerStars team.

EDUCATION

BS in Computer Science Engineering (2021 -Present)

TECHNIC UNIVERSITY OF CLUJ-NAPOCA

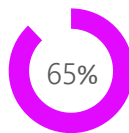
Currently a student at Computer Science Uni at UTCN,
Graduation expected in 2025.

High School Degree in Programming Class (2021)

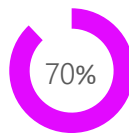
COLEGIUL NATIONAL ANDREI MURESANU

Previously student at CNAM High School, intensively C++
Programming Class.

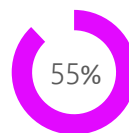
TECHNICAL SKILLS



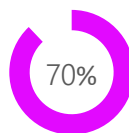
Kotlin



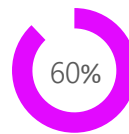
Java



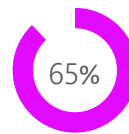
C / C++



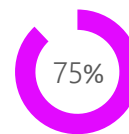
SQL



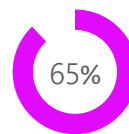
Spring



JavaScript



Android



React

PROJECTS

Booking Admin App

Developed Android Admin Page app utilizing Kotlin, and storing the data in SQLite database. Processing the data into numerous profit charts via MPChart and track all bookings & its details for presenting it to the client in a beautiful UI.

Online Chess App

Engineered the Chess Algorithm using Kotlin, and implemented it in an Android app, with 2 Local Player option, or Online Match via Google Firebase. Storing all matches and moves via SQLite and processed it into match log tab using MPChart.

Casino App

Built a casino system, utilizing email & password authentication, and Realtime Database for the online matches, mainly implemented in the cards game. Created Cards playing engines like Poker, Blackjack, Roulette and Slot Machine random generators. Engineered finance system with chips and sapphires via Firebase Database, used for playing matches, betting & buying custom skins and bonuses.

Banking Backend System

Developed a banking system utilizing Spring Boot with Java, and PostgreSQL for the backend, and Android with Kotlin for the frontend.

Created transaction engine, algorithm for encrypting passwords, currency conversions, deposits and withdrawals, taking credit and calculating interest rates.