

ALIN GABRIEL MICAN

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EDUCATION

HyperionDev

Software Engineering (Python)

Cape Town, South Africa

Nov 2023 - Mar 2024

Royal Holloway, University of London

Bachelor of Science in Computer Science, Upper Second Class Honours (2:1)

England, Egham

Sep 2020 - Jun 2023

Preston Manor Sixth Form

A-Level: Mathematics (A), Chemistry (A) and Computer Science (B)

England, Wembley

Sep 2018 - Jun 2020

EXPERIENCE AND PROJECTS - [GITHUB\(HTTPS://GITHUB.COM/ALINMICAN1\)](https://github.com/AlinMican1)

Freelance

Web Developer

- Retained exceptional client engagement by proactively arranging meetings to gain deep insights into specific requirements, fostering a collaborative partnership that consistently met expectations and strategically planned for future sprint cycles.
- Attained 95% performance and best practices in LightHouse reports for desktop devices, alongside a remarkable 63% performance boost on mobile devices, optimizing across platforms for enhanced user experience.
- Successfully implemented industry-standard security practices, including the strategic utilization of environment files to conceal sensitive API keys, thereby fortifying the website against potential threats, proactively monitoring for vulnerabilities, and ensuring prompt updates for sustained security

Robotics Ev3

Java, leJOS EV3

- Optimized pathing using coordinate-based algorithms, enhancing robot movement within a hypothetical warehouse by 20%.
- Spearheaded the development of an autonomous robotic system specialized in color-based item recognition, retrieval, and precise sorting into predefined destinations.
- Orchestrated team strengths, leveraging individual expertise, resulting in a remarkable 96% error-free code, driven by unit testing and optimized algorithms.

Calculator

Java, JavaFX, JUNIT, SVN, UML, Javadoc

- Engineered a calculator app utilizing OOP principles, featuring 'Reverse Polish Notation' (RPN) and 'Infix Notation' for user-input mathematical expression evaluation.
- Implemented 50+ JUNIT test cases, rigorously validating extreme boundaries and diverse logics, ensuring the accuracy and effectiveness of algorithms including the shunting-yard and stack algorithms.
- Elevated user satisfaction by 44% by creating a JavaFX-based user interface, based on feedback from Google Forms analytics.

RogueShooter

C#, Unity, Blender, GitLab, ShaderLab

- Directed a year-long project crafting a rogue-like shooter game, comprising 2500+ lines of code and introducing a card-based content unlocking system.
- Implemented highly optimized algorithms like A* pathfinding, object pooling, and 2D occlusion culling, culminating in a 40% FPS boost, notably enhancing late-game user satisfaction.
- Engineered a game project that not only embraced intricate gameplay mechanics but also significantly improved performance, amplifying user enjoyment during extended gameplay sessions.

CORE SKILLS

Programming Languages:	Java, Python, C#, JavaScript
Software & Developer Tools:	GitHub, GitLab, Git
Frameworks & Libraries:	React, Tailwind, Scikit-learn, Next.js, Unity
DBMS & ORM:	SQLite, PostgreSQL, Prisma, GraphQL

CERTIFICATES

Foundational C# with Microsoft

FreeCodeCamp

15 Sept. 2023