# Alin Gabriel Mican

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### **Education**

**HyperionDev** Remote Nov 2023 - Mar. 2024 Software Engineering (Python)

**Royal Holloway University Of London** 

London, England Sep. 2020 - July 2023 Bachelor of Science in Computer Science, Overall grade: 2:1 —Upper Second Class Honors

**Preston Manor Sixth Form** 

London, England A-Level: Mathematics (A), Chemistry (A) and Computer Science (B) Sep. 2018 - July 2020

## Experience - GitHub(https://github.com/AlinMican1)

**DataAnnotation Tech** Software Engineer (AI Training) Python, Java, JavaScript, SQL, JSON

Trained AI models with advanced algorithms, improving performance accuracy by 17% through collaboration and

code reviews. Developed and tested AI models for real-world software, optimizing performance for seamless integration.

Ensured clean, modular, and well-documented code, adhering to industry best practices and maintaining quality through regular reviews.

Contract Web Developer | https://www.thekingzace.com/

Web Developer ReactJS, NextJS, HTML, CSS, JavaScript, Vercel, Typescript

Jun 2023 - Sep 2023 London, England

Mar 2024 - Oct 2024

Maintained strong client engagement by organizing meetings to understand requirements, driving collaboration, and delivering results through Agile development and prototyping.

Boosted LightHouse scores to 95% on desktop and improved mobile performance by 63%, optimizing technologies for a seamless user experience.

Implemented industry-standard security measures, including environment files for API key protection, while optimizing maintainability and accelerating feature development through an atomic structure hierarchy, reducing code redundancy.

## Projects - GitHub(https://github.com/AlinMican1)

HeartBridge App | Next.JS, React.JS, REST API, Web-Socket API, AWS, Socket.IO, JavaScript, HTML, CSS, CapacitorJS, Android Emulator, Github, Postman, MongoDB, JEST

Oct 2024 - Ongoing

Built an interactive app for long-distance relationships, enabling gamified interactions and real-time features like messaging, notifications, and friend requests using Web-Socket API and Socket.IO.

Validated backend APIs with Postman, emulated Android functionality with CapacitorJS, and ensure data integrity with JEST, improving reliability by 60%; optimized performance by using AWS S3 for image storage, reducing MongoDB size by 40% and boosting data retrieval speed by 50%.

RogueShooter | C#, Unity, Blender, GitLab, ShaderLab

Sep 2022 - June 2023

Developed a year-long rogue-like shooter game with 2,500+ lines of structured code, implementing optimised algorithms like A\* pathfinding, object pooling, and 2D occlusion culling. Achieved a 40% FPS boost, significantly enhancing late-game performance and user satisfaction.

RPN AlgoCalc | Java, JavaFX, JUNIT, SVN, UML, Javadoc

Sep 2021 -May 2022

- Applied object-oriented principles to develop an interactive GUI supporting RPN and Infix Notation, using stack and shunting-yard algorithms; implemented TDD with 50+ JUnit test cases, ensuring robust validation across boundary and invalid data.
- Created a user-friendly JavaFX interface, achieving 44% user satisfaction based on feedback collected via Google Forms analytics.

#### Smart Robot for Color-Coded Sorting | Java, Lejos

Sep 2020 - Mar 2021

Led a 4-member team to design and build a robot for warehouse box sorting, overseeing assembly, motor and sensor integration, real-time communication, sorting algorithms, and behavioral scripting.

#### **Technical Skills** Certification

Languages: Java, Python, C#, JavaScript, TypeScript, CSS, HTML

Developer tools: AWS, Postman, Github, GitLab, SVN Libraries/Frameworks: React, Tailwind, Scikit-learn, Next.Js, Unity, Socket.IO

DBMS & ORM: SQLite, PostgreSQL, Prisma, GraphQL, MongoDB

HyperionDev

https://www.hyperiondev.com/portfolio/AG23110009693/

Microsoft

https://www.freecodecamp.org/certification/AlinM/foun dational-c-sharp-with-microsoft