

# CATALIN ORZOI

Full-Stack Developer  
Game Developer



Bucharest, Romania



catalincatta@yahoo.com



+40 774 653 045

## EDUCATION

### Full-Stack Developer

Codecool Talent Hub, 2021 - 2023,  
Bucharest, Romania

### Technician in economic activities

Technology High School Mircea  
Vulcanescu, 2016 - 2020, Bucharest,  
Romania

## Hard Skills

**Languages:** C#, Java, JavaScript,  
TypeScript, Python.

**Web Technologies:** HTML, CSS,  
Bootstrap, Material UI.

**Game Development:** Unity.

**Databases:** MSSQL, PostgreSQL.

**Frameworks:** .NET, Spring, ReactJS,  
Flask.

**Tools:** Git, GitHub, Visual Studio, Visual  
Studio Code, PyCharm, Rider, IntelliJ  
IDEA, WebStorm, Postbird, Postman.

## Strength

My strong grasp of OOP principles and proficiency in C# enable me to develop robust and efficient applications. I am a quick learner who enjoys taking on challenges. I am committed to staying up-to-date with the latest technologies and programming languages, which has enabled me to expand my skill set and undertake diverse projects. Overall, my expertise, adaptability, and determination make me a valuable asset to any development team.

## Spoken Languages

Romanian



English



## PROFILE

[Portfolio: https://catalincatta.github.io/Portfolio/](https://catalincatta.github.io/Portfolio/)

I am a passionate and versatile software developer with a keen interest in game development. With my broad range of skills in web and app development, I enjoy exploring the latest technologies and techniques to bring creative ideas to life through coding. I am an easy-going and patient team player, maintaining good relationships with colleagues, and always willing to help others.

## WORK EXPERIENCE

### SOFTWARE DEVELOPER

2024 - Present

Societe Generale Global Solution Centre, Bucharest, Romania

- Responsible for coding, monitoring, automation, migrations, documentation, and deployment processes.
- Ensured seamless integration of front-end and back-end development tasks.

### FULL STACK DEVELOPER

2022 - 2024

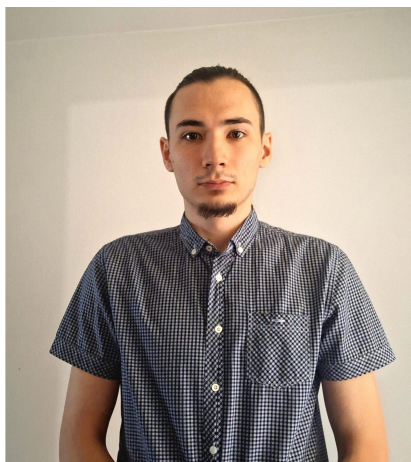
MBH IT&SOFTWARE, Bucharest, Romania

- Led end-to-end development processes from conceptualization to deployment.
- Managed both front-end and back-end development for integrated solutions.

### FREELANCER SOFTWARE DEVELOPER

2020-2022

- [Nickos-Photographer](#): Developed a C#-based presentation site for showcasing artwork.  
C# | Docker | JS | ASP.NET Core | MSSQL | Razor Pages | CSS | Git
- [Jumpin' Jinx](#): 2D platformer Unity game with campaign and endless modes, incorporating diverse mechanics and power-ups.  
C# | Unity | Git
- [Power Pong](#): Developed a modern Pong game with dynamic gameplay features.  
JS | HTML | CSS | Git
- [Minesweeper](#): Designed a web-based Minesweeper game with customizable difficulty levels.  
JS | HTML | CSS | Git
- [CleanCodeGame](#): Created an online multiplayer game combining Monopoly and trivia.  
Java | Spring | Hibernate | PostgreSQL | CSS | TypeScript | React | Git



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## Mentor Opinion

"I've had the pleasure of working with Catalin in the second half of the Full-Stack course. During this time I've seen his drive and desire to learn to code and how well he was able to grow in this regard. He is highly motivated and has the capacity to learn complex technologies. He is also able to incorporate feedback and take it into account. He is curious and has developed the skill of searching for answers whenever he gets stuck. As a person, he is polite, easy to work with and was able to integrate in the Codecool community very well. He is able to work both alone and in a group which makes him a very good addition in any team."

— Bogdan Toader, mentor

- **Online Shop:** Developed a small online shopping site with tech and gaming products.  
C# | ASP .NET Core | MSSQL | Razor Pages | JS | Bootstrap | CSS | HTML | Git
- **My Rabbit Farm Simulator:** A Unity-based farm management game where players breed, feed, and hydrate rabbits, manage cage space, control reproduction, and sell livestock for profit. Features include a dynamic economy, infrastructure upgrades, and strategic population control for optimized farm growth.  
C# | Unity | Git
- **Sideralis:** Created a Unity-based cross-platform game with base building, strategy, and exploration elements.  
C# | Unity | Git
- **Dungeon Crawl:** Developed a 2D single-player adventure RPG with dungeon exploration and monster battles.  
C# | Unity | Git

## HOBBIES

Chess



Video-games



Sci-fi movies



## CERTIFICATES

### Completion Certificate in Programming

12/2023

- Specialization for the position of "Junior Programmer"
- Issued by Codecool Talent Hub Romania S.R.L.
- Validated by the Ministry of Education

### High School Diploma (Bacalaureat)

07/2020

- Specialization for the position of "Technician in economic activities"
- Issued by Technological High School "Mircea Vulcanescu"
- Validated by the Ministry of Education

## Links

[Linkedin](#)

[Github](#)

[Itch](#)