

# Claudiu Mihai Jechel

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## Work Experience

### Apadmi Ltd. - IOS Software Engineer

Manchester, United Kingdom

- Managed Services team 2021 - present
  - Fixed bugs, implemented UIs and refactored code bases using Swift, UIKit and SwiftUI.
  - Worked on the maintenance of various mobile applications, such as Hey Pharmacist, Charles Stanley Direct, PostTag: Address Finder, Dunnes Stores, HSS Hire, BLG Street News.
  - Set up automation processes for distributing builds, code signing and publishing applications using Fastlane.
  - Set up the CI/CD tool Bitrise and used Firebase for monitoring applications.
  - Integrated and updated dependencies using Cocoapods.

## Education

### The University of Manchester

Manchester, United Kingdom

- BSc. (Hons) Computer Science 2019 - 2022
  - First Year Result: 72%
  - Second Year Result: 70%

### National College Mihai Viteazul

Bucharest, Romania

- Mathematics and Informatics Profile 2016 - 2019
- Romanian Bacculaureate Exam:
  - Overall Score - 9.78, Mathematics - 9.85, Physics - 10, Romanian Language and Literature - 9.50

## Skills

### Programming Languages and Frameworks

- Good knowledge of Swift, Java, Python, SwiftUI and UIKit.
- Familiar with C, C++, JavaScript, Flutter, JavaFX, HTML, CSS, Three.js, OpenCV, Spring, SQL and  $\LaTeX$ .

### Software

- Good knowledge of Git, Fastlane and Bitrise.
- Familiar with Firebase and Linux.

### Languages

- Romanian - native
- English - fluent
  - Cambridge English Level 2 Certificate in ESOL International (Advanced) Bucharest, Romania
  - Overall score: 182 (Level C1) 2018
- German - beginner

## Projects

**StartHack 2021** - Collaborated with 3 other participants during the [www.starthack.eu](http://www.starthack.eu), to develop a mobile application that allows the user to request a prediction related to the availability of a parking space in the future, using data recorded in the past by the company SBB. GitHub link: [www.github.com/ClaoMike](https://github.com/ClaoMike).

- Implemented the user interface using Flutter and connected to the server that takes care of the client's requests using Dart, JSON and HTTP.
- Created a simple server using Flask and Python.

### Portfolio Website - <https://clao.dev>

This is a personal project, currently under development, hosted on GitHub Pages and uses HTML, CSS, JavaScript, and Git.

**Stendhal** - [www.stendhalgame.org](http://www.stendhalgame.org) - Collaborated with a team of 7 people on a special version of the Stendhal game, using OOP concepts in 3 stages:

- Fixing bugs and writing unit tests, while also putting Java, Git, automated builds and testing, code reading, and debugging into practice.
- Added new features to the game, using the TDD approach and code reviews.
- Refactored code base using XML.

**Rogue Star** - Developed, in a team of 6 students, a Top-Down Shooter game, using JavaScript, HTML, SQL, and Phaser3.