

Claudiu Mihai Jechel

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Skills

- Swift | SwiftUI | UIKit | CocoaPods | fastlane | Unit/UI/Snapshot Testing | XCTest | Firebase | TestFlight | Git | CI/CD | OOP | Java
- libGDX | JavaFX | JUnit | C# | Unity 2D | Python | Phaser 3 | \LaTeX | Procreate | Final Cut Pro | GarageBand | Frontend | Backend
- Full-stack | IOS Development | Game Development | Video Editing | English, Romanian - *All professional proficiency or above*

Experience

IOS Software Engineer, Intern

Apadmi

Manchester, UK 09/2021 - 07/2022

- Maintained, improved, and developed iOS applications, such as [Charles Stanley Direct](#), [Hey Pharmacist](#), [NHS DonorPath](#), [Dunnes Stores](#), [Street News: News that matters](#), and [Wattbike Hub](#), while driving over £11.8 million in revenue.
- Developed the [Ebury IOS application](#), helping the client expand its business to the mobile market, using **Swift**, **UIKit**, **CocoaPods**, **XCTest**, and **FBSnapshotTestCase**.
- Automated beta build distribution, app store deployment, and code signing with **fastlane**, **Bitrise** and **TestFlight**.
- Determined clients' preferences among three versions of the app's user interface by utilizing **Firebase** and **A/B testing**.
- Integrated new features, performed bug fixes, conducted code reviews, beta testing, unit/UI/snapshot testing, and held daily stand-ups with my colleagues and weekly meetings with clients using the **Scrum agile framework** within a continuous integration and deployment pipeline.

Education

Honours Bachelor of Science

University of Manchester

Manchester, UK 09/2019 - 07/2023

- Computer Science with Industrial Experience

Projects

YouTube channel

 [CiresariiStudio](#)

10/2023 - Current

- Showcasing thrilling rides and scenic adventures on two wheels.

Third-Year Project

Spatium Explorationis

University of Manchester 09/2022 - 05/2023

- Developed a top-down 2D video game using **Java**, **libGDX**, **Procreate** and **GarageBand**.
- The objective of the game is to play as a space-faring dog who explores Pluto and locates a broken satellite at the end of a maze. The scope of the game is to play as an explorer space dog to find the broken satellite on Pluto, located at the maze exit.
- Used a traditional **Procedural Content Generation (PCG)** technique to generate each level.
- This is the basis for my third-year report: [How to build a video game using Procedural Content Generation?](#)

Others

- [StartHack](#): Developed a mobile app that uses recorded data to predict parking availability. 03/2021
- Romanian Baccalaureate Exam: 9.78/10 07/2019
- Cambridge English Level 2 Certificate in ESOL International (Advanced): Level C1 07/2018