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|  | Claudiu  Carpineanu |  |  |  |
|  |  |  | claudiuflorin.carpineanu@cognizant.com |
|  |  |  | +40727126636 |
|  | Mobile Cross Platform Engineer |  |  | https://www.linkedin.com/in/claudiu-carpineanu/ |

**Summary \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Experienced software engineer with expertise in the design, development and maintenance of web and cross-platform mobile applications.   
All-in on AI and passionate about building high-value software solutions that drive business growth and enhance user experience.

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| **Areas of expertise** |  | **Industries** |  |  |
| * React * React Native * TypeScript * Flutter * AI |  | * Education * Healthcare / Pharmaceutical * Banking |  |  |
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**Work experience \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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|  | |  | **Flutter Developer – Banking industry**  Mobile application written in Flutter that works on multiple devices like phones, tablets with integrated POS terminals, barcode scanners and printers. The app is handling restaurant orders, stocks and reservations but also booking appointments for different services providers and generating invoices and processing payments. My responsibilities consist in developing new features, testing existing ones, refactoring legacy code and reducing code clutter, debugging and fixing issues. | |
| **Banking Application for PAX devices** | |  |
| 2025 - current | |  |
|  | |  | **Mobile Software Engineer**  A mobile application suited for a pharmaceutical company that eased managing prescriptions and medication for the end users.  The application was built with a clean and very intuitive UI that not only was eye-caching, but it was very easy to use enhancing the overall user experience. My responsibilities consisted in developing and maintaining the application, working closely with the extended team.  One of the main responsibilities was developing new features in the most efficient ways possible using best practices learned from previous projects. | |
| **Pharmaceutical Mobile App** | |  |
| 2023 – 2024 | |  |
|  | |  | **Mobile Software Engineer**  A cross-platform, developed with React Native for IOS and Android application that allows patients to participate in clinical studies, helping them keep track of their symptoms and medical history. I worked on developing the UI, developing new functionalities for the mobile application, adjusting device correlation data and making sure everything works well and looks according to the design mockups. | |
| **SAMD project** | |  |
| 2023 | |  |
|  | |  | **React Native Developer** | |
| **DSMC**  2022 - 2023 | |  | A cross-platform (IOS / Android) application that helps teachers evaluate students' performance on every chapter of an exam. The application features the possibility of two teachers evaluating up to three students at a time, giving them grades based on their performances.  I worked on developing the UI of the mobile application, testing the functionalities, and making sure everything works well and looks according to the design mockups. | |
|  | |  | **Front-end Software Engineer** | |
| **Lab Equipment Management**  2021 - 2022 | |  | Laboratory management application centralizing multiple tools. The application offers the ability to create requests for new equipment, move specific types of equipment, update, and much more, offering the ability to request approval and monitor progress. The application also connects with SAP to get relevant information regarding Lab equipment.  I was responsible for developing the UI, writing unit tests assuring proper functionality, and updating and improving performance and code quality. | |
|  | |  | **Front-end Software Engineer** | |
| **Linterview project**  2021 | |  | Community project offering useful functionalities for HR and technical interviewers. The app offered the possibility for HR to schedule interviews and assign technical reviewers to conduct an interview and add the skill level of the candidate and overall feedback about the candidate. The data would then be visible to HR. I was responsible for building the UI and writing unit tests for proper component functionalities, along with other FE engineers. | |
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|  | |  | **Software developer** | |
| **Institution APP (City Hall)**  2019 - 2020 | |  | Website / Application for a local institution. The Application was built to connect local citizens with the city hall, offering the possibility to register, update documents, view local events, local projects, and overall transparent communication between citizens and the City Hall.  I was responsible with the implementation of the design, building the UI and component functionalities based on specifications, and testing and maintaining functionalities. | |
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**Education \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_­\_\_\_\_\_\_**

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| Computer/Information Technology Administration and Management at University "Ioan Slavici" of Timisoara.  2017 - 2019 |  | * Engineer’s degree |
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| **Language \_\_\_\_\_\_\_\_\_\_** | |  | **Skills \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | |
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| **Romanian** | A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated |  | **React Native** | A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated |
| **English** | A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated |  | **React**  **TypeScript**  **AI** | A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated  A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated  A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated |
|  |  |  | **Flutter/Dart**  **Node.js** | A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A white circle with black background  Description automatically generated  A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A blue circle with black background  Description automatically generated A white circle with black background  Description automatically generated |
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**Outside of work \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

I love spending time with my family, outdoors activities, passionate about camping and bushcraft.

**Selected relevant project experience \_\_\_\_\_\_\_\_**

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| **Banking Application for PAX devices** |  | Developed and maintained a mono-repo of applications developed with Flutter, deployed across various PAX point-of-sale devices. Implemented new features such as order management, table bookings, and secure payment processing, enhancing operational efficiency for end-users. Refactored legacy code to improve performance and maintainability. Advocated for best practices in code quality, peer reviews and agile development. |
| Multiplatform app |  |
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| **Pharmaceutical Mobile Application** |  | Developed and maintained a user-friendly mobile application to streamline medication management for patience, utilizing React Native and Typescript. Designed and implemented intuitive UI components, enabling users to easily track medications, set reminders, and access prescription information. Collaborated with healthcare professionals and product owners to ensure compliance with industry regulations and deliver features that address real user needs. Provided ongoing support, troubleshooting, and bug fixes to ensure a seamless experience for end-users. |
| **SAMD project – POC**  **DSMC Mobile App**  **Lab Equipment Management**  **Linterview project**  **City Hall – Institution application** |  | Developed a cross-platform mobile application using React Native to help users track their clinical study participation and medical history. Designed and implemented user interfaces that made it easy for participants to log study activities and health data. Adjusted and optimized app functionalities based on user feedback and evolving study protocol.  Developed and maintained a cross-platform application with React Native to support the evaluation of student performance in the education sector. Built interactive UI components to facilitate real-time grading, feedback, and progress tracking for teachers. Worked closely with educators and administrators to gather requirements and ensure the app met academic standards and user needs. Optimized app performance and responsiveness, resulting in improved user engagement and satisfaction.  Developed and maintained a laboratory management application focused on centralizing the tracking and allocation of lab tools and equipment. Designed and implemented intuitive user interfaces using React, TypeScript and Material UI allowing staff to easily manage inventory and reservation requests. Collaborated with laboratory managers and product owners to gather requirements and ensure that the application addressed real operational challenges. Ensured alignment with design mockups and usability standards, resulting in a consisting and efficient user experience. Provided documentation and training materials to support onboarding and adoption among laboratory staff.  Contributed to a community-driven platform designed to streamline HR and technical interview processes for organizations and candidates. Built responsive and accessible user interfaces with React, TypeScript and Material UI enabling seamless scheduling, question management and feedback collection. Participated in code reviews and knowledge sharing sessions to support team growth and maintain high code quality standards.  Developed a web application to connect local citizens with city hall services, improving accessibility and communication. Implemented a user-friendly interface using React and Typescript with Bootstrap CSS, enabling residence to submit requests, access municipal information and receive updates. Implemented easy management of the application integrating the frontend with a headless backend CMS system. Ensured the application’s responsiveness and accessibility across devices, increasing engagement among diverse user groups. Provided technical documentation and training to city hall staff, supporting smooth adoption and efficient system use. |