Claudiu Constantin Bogdan

Software Developer

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○ ClaudiuBogdan **in** Claudiu Constantin Bogdan

I'm an Android Developer certified by Google, with experience in developing, debugging and refactoring mobile applications. I have experience implementing MVC and MVVM design patterns and I have worked with Android Architecture Components (DataBinding, LiveData, ViewModel) in combination with Dagger to create flexible apps. Furthermore, I have developed games in Unity and Phaser3 for mobile and web platform. I'm constantly working to improve my skills and learning how to create better software.

SKILLS

Android Development
advanced

`java` `android sdk`
`android architecture`

Front-End Web Development
intermediate

`vuejs` `javascript` `html 5`
`css/sass` `bootsrap4`
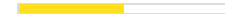
Back-End Web Development
intermediate

`nodejs` `javascript` `express`
`mongodb`

Unity3D
intermediate

`c#` `.net` `particle system`

WORK EXPERIENCE (1)

Software Developer at Mind Treat Studios **July 2018- Current**
https://www.mindtreatstudios.com

As a software developer, a took part in all the software development processes.

- Developing, refactoring and debugging Android applications implementing Android Architecture Components and Dagger.
- Designing application architecture/design patterns: MVC, MVVM.
- Developing Virtual Reality game with Unity and Vuforia.
- Developing web games with Phaser 3 engine and JavaScript.
- Programming embedded systems (Arduino) to control lights, solenoid valves, motors.

PROJECTS (9)

Sound of Colors **January 2019- February 2019**
https://oskar.nextadv.m75.ro

`spotifyapi` `docker` `vuejs` `nodejs` `express` `mongodb` `animejs` `bootsrap4`

- Project Highlight #1
- Project Highlight #2
- Project Highlight #3

MTS Website
http://asteroids-demo.org

`c++` `unreal engine` `3d` `directx`

- Project Highlight #1
- Project Highlight #2
- Project Highlight #3

Blood Cancer Campaign
http://asteroids-demo.org

`c++` `unreal engine` `3d` `directx`

- Project Highlight #1
- Project Highlight #2
- Project Highlight #3

Jurassic Box
http://asteroids-demo.org

`c++` `unreal engine` `3d` `directx`

- Project Highlight #1
- Project Highlight #2
- Project Highlight #3

la Digitala
http://asteroids-demo.org

`c++` `unreal engine` `3d` `directx`

- Project Highlight #1
- Project Highlight #2
- Project Highlight #3

Romania Centenar
http://asteroids-demo.org

`c++` `unreal engine` `3d` `directx`

- Project Highlight #1
- Project Highlight #2
- Project Highlight #3

Solitaire2048
http://asteroids-demo.org

`c++` `unreal engine` `3d` `directx`

- Project Highlight #1
- Project Highlight #2
- Project Highlight #3

Marsupius VR
http://asteroids-demo.org

`c++` `unreal engine` `3d` `directx`

- Project Highlight #1
- Project Highlight #2
- Project Highlight #3

Acces Taxi Driver/Passenger July 2018- July 2018
https://play.google.com/store/apps/details?id=com.transorient.accestaxi.driver

`androidsdk` `googlemaps` `notifications` `android architecture`

- Reduced the number of bugs by 90%
- Refactored application architecture to implement MVVM with Android Architecture
- Improve overall performance by more than 50%

EDUCATION (2)

at Udacity
2017 - 2018

`automated testing` `android` `java`

Grade:

at Universidad de Sevilla
2012 - Current

`data algorithms` `optimization` `c`

Grade:

LANGUAGES

English   **Spanish**   **C++**

INTERESTS

GitHub   **chess**

github   git   sicilian   king's gambit

github desktop (os x)   lfs   ruy lopez

github api

Avid chess player.

Regular GitHub user and tinkerer.

REFERENCES

" Such-and-such is awesome! I'd hire him/her again in a second! "

John Doe

" Hands-down *the best developer/manager/spelunker/coworker/etc* I've ever worked with. Emphasis *mine!* "

Somebody Important