CLAUDIU CONSTANTIN BOGDAN

claudiu.engineer@gmail.com +40-738-334-197 claudiuconstantinbogdan.me

I've developed, debugged and deployed mobile applications, VR applications, web games and Single Page Web Applications. I have been involved in all the software development life cycle, from planning up to deploying and maintaining. I've been a lead developer in most of the projects and I've also conducted the technical interview for software developers. I am a problem solver, fast learner and passionate about my work. I'm constantly working to improve my skills and learning how to create better software.

</>
SKILLS

Android Development	Java Android SDK Android Architecture
Front-End Web Development	Vuejs JavaScript HTML 5 CSS/Sass Bootsrap4
Back-End Web Development	Nodejs JavaScript Express MongoDB
Unity3D	C# .Net Particle System

EMPLOYMENT

Software Developer, Mind Treat Studios
I have developed most of the studio creative projects, from mobile application, games, web applications, up 2018-07 — Present to electronic circuits and projection mapping. I've also conducted the technical interview for software developers.
- 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.

Arduino Web WebGL Unity Android

★
PROJECTS

Lead Web Developer, Sound of Colours
- Integrated Web App with Spotify API   2019-01 — 2019-02
- Used audio analysis data to create real time animation.
- Deployed Single Page Application with Node.js, MongoDB and Docker
- Implemented responsive web design.
- Created share and print functionality.

SpotifyAPI Docker Vue.js Node.js Express MongoDB Anime.js Bootsrap4

Android Developer, Access Taxi Driver/Passenger
Developed two enterprise applications based on Google Maps and Google Cloud Messages to connect drivers 2018-07 — 2018-10 with passengers.
- Reduced the number of bugs by 90%
- Refactored application architecture to implement MVVM with Android Architecture
- Improve overall performance by more than 50%
- Implemented pixel-perfect design.
- Implemented Dagger2 and RxJava.

AndroidSDK GoogleMaps Notifications Android Architecture

Lead Web Developer, Mind Treat Studios Website
- Created modular web application for MTS studio.   2018-12 — 2019-01
- Implemented swipe/scroll gesture in Phaser3
- Create import module for adding new page levels.

Phaser3 HTML 5 CSS jQuery

Lead Unity Developer, Blood Cancer Campaign
- Created blood cell animation with Unity particles system.   2018-12 — 2018-12
- Integrated animation with real time video.
- Created configuration mode to adjust animation parameters to fit input camera video.

Unity3D Shuriken particles system 3D WebcamTexture

Electrical Engineer, Jurassic Box
- Build electronic system for cinema 4D project.   2018-11 — 2018-12
- Created physical like button with Raspberry Pi and LCD screen.
- Created movement detection system that triggers the dinosaur video.
- Created control system for different devices (smoke machine, motors, solenoid valves) with Arduino.

Arduino Raspberry Pi Electronic sensors

Lead Game Developer, la Digitala
- Created a clothes customization game with Phaser.   2018-10 — 2018-11
- Created items menu to select different items to place over the base clothes.
- Created tool menu to manipulate clothes items (size, rotation, flip, delete).
- Implemented undo/redo system.

Phaser3D FacebookSDK ImageMask MVC

Game Developer, Solitaire2048
- Developed solitaire-like game with combo effect.   2018-10 — 2018-11
- Learned to use phaser3 in less than a week.
- Added sound effects to card interaction.

Phaser3 Web

Unity Developer, Marsupius VR
- Debugged and completed VR project based on Vuforia and Unity3D.   2018-10 — 2018-10
- Developed Android version of the application.
- Improved Vuforia target detection.

Unity3D Vuforia UnityAnimation Video

EDUCATION

B.E., Universidad de Sevilla

Aerospace Engineering degree (not graduated)   2012-09 — Present
- Applying analytical methods (engineering mathematics – algebra, differentiation, function, geometry, trigonometry, statistics)
- Critical Thinking - Using logic and reasoning to identify the strengths and weaknesses of alternative solutions, conclusions or approaches to problems.
- Understanding aeronautical sciences – stress, strain, static and dynamic systems, motion, force, electrical power and resistance, mass and weight
- Working efficiently and effectively in an engineering environment
- Using and communicating technical information

Data Algorithms Optimization C

Associate Android Developer, Udacity
Advanced Android Development   2017-01 — 2018-04
- Writing tests to verify that the application's logic and user interface are performing as expected, and executing those tests using the developer tools.
- Implementation of the visual and navigational components of an application's design.
- Understanding of Android's top-level application components (Activity, Service, Broadcast Receiver, Content Provider) and the life cycle associated with each one.
- Determining appropriate use cases for local persisted data, and designing solutions to implement data storage using files, preferences, and databases.
- Extending applications to integrate with interfaces outside the core application experience through notifications and app widgets.

Automated Testing Android Java

👍
INTERESTS

Autonomous flight
I would like to create an autonomous drone.   Current

Artificial Intelligence
I am a beginner in this field.   Current