CLAUDIU CONSTANTIN BOGDAN

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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 lifecycle, from planning up to deploying and maintaining. I've been a lead developer in most of the projects an 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.

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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
As a software developer, a took part in all the software development processes.   2018-07 — Present
Arduino Web WebGL Unity Android

PROJECTS

Lead Web Developer, Sound of Colors
Conceived, designed, implemented, and created 3D Asteroids space shooter with Unreal Engine IV and C++.   2019-01 — 2019-02
- Integrated Web App with Spotify API
- 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 VueJs NodeJs Express MongoDB AnimeJs Bootsrap4

Android Developer, Acces Taxi Driver/Passenger
Developed two enterprise applications based on Google Maps and Google Cloud Messages to connect drivers with passengers.   2018-07 — 2018-10
- 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, MTS 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) wit Arduino

Arduino Raspberry Pi Electronic sensors

Lead Game Developer, Ia Digitala
- Created an 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 lifecycle 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

GitHub

Regular GitHub user and tinkerer.   Current

chess

Avid chess player.   Current