

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 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, Bootstrap4
Back-End Web Development:	Nodejs, JavaScript, Express, MongoDB
Unity3D:	C#, .Net, Particle System

EMPLOYMENT

SOFTWARE DEVELOPER, [MIND TREAT STUDIOS](#)

JUL 2018 — PRESENT

I developed most of the studio creative projects, from mobile application, games, web applications, up 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.

PROJECTS

LEAD WEB DEVELOPER, [SOUND OF COLOURS](#)

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.

ANDROID DEVELOPER, [ACCESS TAXI DRIVER/PASSENGER](#)

2018-07 — 2018-10

Developed two enterprise applications based on Google Maps and Google Cloud Messages to connect drivers 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.

LEAD WEB DEVELOPER, [MIND TREAT STUDIOS WEBSITE](#)

2018-12 — 2019-01

- Created modular web application for MTS studio.
- Implemented swipe/scroll gesture in Phaser3
- Create import module for adding new page levels.

LEAD UNITY DEVELOPER, BLOOD CANCER CAMPAIGN**2018-12 — 2018-12**

- Created blood cell animation with Unity particles system.
- Integrated animation with real time video.
- Created configuration mode to adjust animation parameters to fit input camera video.

ELECTRICAL ENGINEER, JURASSIC BOX**2018-11 — 2018-12**

- Build electronic system for cinema 4D project.
- 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

LEAD GAME DEVELOPER, IA DIGITALA**2018-10 — 2018-11**

- Created a clothes customization game with Phaser.
- 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.

UNITY DEVELOPER, MARSUPIUS VR**2018-10 — 2018-10**

- Debugged and completed VR project based on Vuforia and Unity3D.
- Developed Android version of the application.
- Improved Vuforia target detection.

EDUCATION**UNIVERSIDAD DE SEVILLA****2012 — 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

UDACITY**2017 — 2018**

- 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.

Languages**ENGLISH****ADVANCED****SPANISH****NATIVE****ROMANIAN****NATIVE**