

STEFAN LICA

SUMMARY

Full Stack Software Engineer specializing in **C# and Java backends**, with complementary expertise in **JavaScript and TypeScript frontend** development. I'm also enthusiastic about using **Python** or **Golang** and doing more **DevOps** in future projects and opportunities.

SKILLS

Languages: C#, Java, Kotlin, TypeScript, JavaScript, CSS, Python, C++, C
Frameworks: .NET, Android, Android Auto, Angular, React
Development: OOP, Algorithms, Agile, LLMs, Unit Testing, Databases
Infrastructure: Linux, Bash, CI/CD, DevOps, Networking
Languages (again): Fluent **English** (C2), intermediate **German** (B1~B2), Romanian

EXPERIENCE

Full Stack Software Engineer – IAV GmbH, Berlin, DE

NOVEMBER 2023 – PRESENT

- **Spearheaded a development project alongside approx. 300 developers for the creation of the new infotainment system** of a major automotive brand, leading the creation of multiple key features and maintaining direct communication with clients and adjacent teams to ensure task clarity and alignment.
- Performed refinement of feature and bug tickets and **led discussions with clients and leadership to align development timelines** and balance workload.
- **Maintained and enhanced the infotainment systems** of several major automotive brands which led to increased code quality and the introduction of new key features to the platforms.
- **Led the frontend development of an internal tool integrating LLMs** into the software requirements process, meeting tight deadlines and collaborating with cross-functional teams and leadership.
- Independently **developed multiple dashboards in 6-8 week cycles using Angular, React, TypeScript and JavaScript** and onboarded new developers to transition these into full-scale projects.

Full Stack Software Engineer – Dell Inc., Bucharest, RO

DECEMBER 2021 – NOVEMBER 2023

- **Led efforts to transition from the previous monolithic architecture of the platform to a microservice based architecture** as part of a team made of 11 developers and QA engineers.
- Maintained and enhanced an internal backend middleware platform that facilitated communication between multiple services and sanitises information for further use.
- Demonstrated versatility by adapting to multiple tech stacks such as .NET, C#, SQL, HTML, CSS, JavaScript and Salesforce Lightning over the course of 2 projects.
- **Oversaw production deployments, carried out code reviews**, and resolved any emergent difficulties assuring timely completion of requirements.
- **Maintained over 90% code test coverage in the projects through automated and integrated testing.** Advocated other developers to ensure their code is thoroughly tested to lessen the workload of the QA team.

EDUCATION

MSc in Computer Graphics and Software Engineering

2021 – 2023, NATIONAL UNIVERSITY OF SCIENCE AND TECHNOLOGY POLITEHNICA BUCHAREST

Key Courses: Game Development, VR/AR Development, GPGPU Computing, 3D Modelling

BSc in Computer Science and Control Systems

2017 – 2021, NATIONAL UNIVERSITY OF SCIENCE AND TECHNOLOGY POLITEHNICA BUCHAREST

Key Courses: OOP Programming, Parallel/Distributed Systems, Data Structures, Computer Graphics