



Frenchel Emanuel

emanuel.frenchel@gmail.com | Str.Otilia Cazimir,nr.13, Iasi, Romania

● WORK EXPERIENCE

1 APR 2014 – CURRENT – Iasi, Romania

APPLICATION DEVELOPER – UNICREDIT

Most of the work done here is on maintenance and creating new features.
Main applications that I worked on are: ALP, Monap, BMA, PFX, EuropeanGate, GPE.
Most used languages are: Java, SQL, Splunk, HTML, CSS.

Business or Sector Financial and insurance activities | **Department** IT |

Address strada Palas,nr. 5, 700212, Iasi, Romania | **Email** infocenter@unicredit.ro |

Website <https://www.unicredit.ro/ro/persoane-fizice.html#home>

1 APR 2012 – 31 MAR 2014 – Hârlău, Romania

ADMINISTRATOR – VERTICAL DESIGN

Here I did mostly maintenance to the firm website that I created. Other activities included PC maintenance (software and hardware), plus updating internal automation application's.

1 OCT 2010 – 30 OCT 2012 – Iasi, Romania

AUTOMATION ENGINEER – VERTICAL DESIGN

Mostly automation and updating internal software for administration purposes and maintenance for PCs(hardware and software).

● VOLUNTEERING

MAR 2013 – 30 APR 2013

Training at Younder

Romania

Applied and improved knowledge of Java, Hibernate, JSON, jQuery, Web Application, Scrum/Agile, etc.

1 JAN 2010 – 1 JUN 2010

Continental

Iasi

Testing applications

● EDUCATION AND TRAINING

15 SEP 2004 – 15 JUN 2008 – Iași

BACCALAUREATE – High School Miron Costin Iasi

Address str. MUȘATINI, nr. 12, Iași | **Website** <http://www.licmcostin.ro/contact.html> |

Field of study Education | **Final grade** 12

15 SEP 2007 – 31 JUL 2010 – Iași, Romania

LICENSE IN INFORMATICS – University "Alexandru Ioan Cuza" Iasi, Faculty of Computer Science

After 3 years (undergraduate studies) a graduate obtains the qualification of "Bachelor in Computer Science", being able to enter the labor market as:

1. Engineer & Software Developer
2. Web Designer, Programmer, Administrator
3. Architect (software, system, databases, etc.)
4. Systems/Network Administrator
5. Security specialist
6. Teacher
7. Researcher

Address str. General Berthelot, nr. 16, Iași, Romania | **Website** <https://www.info.uaic.ro/> |

Field of study Faculty of Informatics | **Final grade** 3 | **Thesis** Website Creator

15 SEP 2010 – 1 JUL 2012 – Iași, Romania

SOFTWARE SYSTEM ENGINEER – University "Alexandru Ioan Cuza" Iasi, Faculty of Computer Science

The main features of software engineering include:

1. the use of engineering principles and methods to obtain reliable and functional software products on real systems;
2. applying the basic principles of computer science and mathematics to find correct and efficient solutions to software problems;
3. the systematic, disciplined and quantifiable approach to the development, operation and maintenance of software products.

Address str. General Berthelot, nr. 16 , Iași, Romania | **Website** <https://www.info.uaic.ro/> |

Field of study Faculty of Computer Science | **Final grade** 2 | **Thesis** Face recognition

15 SEP 2017 – 30 SEP 2020 – Iași, Romania

LICENSE IN PSYCHOLOGY – University "Alexandru Ioan Cuza" Iasi, Faculty of Psychology and Educational Sciences

1. Operation with fundamental concepts in the field of psychology
2. Designing and carrying out a research approach in psychology
3. Critical evaluation of problematic situations and possible solutions in psychology
4. Psychological assessment of the individual, the group and the organization
5. Designing and carrying out psychological interventions
6. Relationship and interpersonal communication specific to the field of psychology

Address Str. Toma Cozma nr. 3,corp D, University "Alexandru Ioan Cuza" Iasi, Faculty of Psychology and Educational Sciences, Iași, Romania

Website <https://www.psih.uaic.ro/id/> | **Field of study** Education science | **Final grade** 3 |

Thesis Congruence of employee-organizational values

15 SEP 2020 – 30 SEP 2022 – Iași, Romania

MASTER'S DEGREE IN EVALUATION, TRAINING AND PSYCHOLOGICAL COUNSELING OF STAFF –
University "Alexandru Ioan Cuza" Iasi, Faculty of Psychology and Educational Sciences

Address Str. Toma Cozma nr. 3,corp D, Iași, Romania | **Website** <https://www.psih.uaic.ro/> |

Field of study Psychology | **Final grade** 2 | **Thesis** The impact of leadership on employees

● DRIVING LICENCE

Driving Licence: B

● LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

Other language(s):

| | UNDERSTANDING | | SPEAKING | | WRITING |
|----------------|---------------|---------|-------------------|--------------------|---------|
| | Listening | Reading | Spoken production | Spoken interaction | |
| ENGLISH | C2 | C2 | C2 | C2 | C2 |
| ITALIAN | A2 | A1 | A1 | A1 | A1 |
| GERMAN | A1 | A1 | A1 | A1 | A1 |

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DIGITAL SKILLS

My Digital Skills

Java | CSS | HTML | Javascript | Knowledge on hibernate JPA and mybatis | SQL | JSP, JSP lifecycle. JSP and Servlet | Spring | PrimeFaces (JSF Front-End Framework)

● HOBBIES AND INTERESTS

Food

Interested in the culture of food for different countries.

Swimming

Find swimming very relaxing.

● COMMUNICATION AND INTERPERSONAL SKILLS

Soft Skills

1. Problem solving skills (project design, solution design, test development, drawing conclusion, analyzing)
2. Time Management Skills (scheduling, resource management, prioritizing, meeting deadlines, managing appointments, goal setting, delegation, assessment and evaluation)
3. Organizational skills (collaboration, planning, prioritizing, time management, work-life balance)
4. Communication skills (active listening, body language, openness, oral communication skills, presentation, public speaking, writing communication skills)
5. Teamwork skills (conflict resolution, listening organizational skills, problem solving, tolerance, respectfulness, persuasion)
6. Interpersonal skills (adaptability, communication mediation, relationship building self motivation, teamwork)
7. Creative thinking skills (active listening, communication, creative writing, brainstorming, problem solving)

● PROJECTS

1 SEP 2016 – 1 SEP 2018

FiiPractic

<https://ro-ro.facebook.com/fiipractic/>

Courses at the Faculty of Science to initiate people on what to do and how to learn Java.

1 APR 2014 – 1 JAN 2018

PayFx (Payments Foreign Exchange)

Instant exchange of different currency inside the bank.

1 FEB 2018 – 1 NOV 2019

European Gate

Exchanging different type of currencies from different countries. (SEPA payments)

2 NOV 2019 – 31 JAN 2020

ALP(Alpheus)

Monitoring system regarding transaction payments.

1 FEB 2020 – 1 APR 2020

PIL

Wrapper that helps mainframe and java application to communicate.

2 APR 2020 – 29 NOV 2022

BMA

Monitoring application for all payments in the bank.

1 JAN 2013 – 1 JAN 2014

PETI (patient eye tracking interface)

Android application intended for patients with motor and verbal disabilities, to be able to communicate with the medical staff by blinking.

E-Journal

Web application destined for publishing and review articles. The user can even create webpages without using needing to know coding.

Prehistoric Zoo

Web application that offers a convenient and attractive representation of a prehistoric zoo. Entities (anatomical features, species, habitat, ferocity, etc.) are represented with the help of Web Ontology Language (OWL).

This was a High School project .

11 JAN 2012 – 1 MAY 2012

Face recognition(dissertation)

Implementing an improved facial recognition algorithm with minimal resources. (2 gb RAM and 1 gb memory) Probability of identifying a wrong person is 1 in 100.000.

1 NOV 2012 – 1 JAN 2013

Voice activation mp3 player

Search for melody from playlist using vocal input.

1 FEB 2008 – 1 MAY 2008

Gaming Concepts

I learned to use OpenGL to design different images (2d) and the basic concepts of game graphics.



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