GEORGIANA **ION**

FRONTEND DEVELOPER

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PROFILE

As a detail-oriented engineering student with a background in web development, I bring strong skills in Typescript and React to any project. A team player with a fast learning ability, I have experience working on multiple projects simultaneously and delivering them on time. Proficient in Agile methodologies and Git, I am continuously seeking new challenges and opportunities to improve my skills and knowledge. I am currently seeking a part-time position.

SKILLS

- JavaScript, TypeScript, React, Next.js HTML, CSS, C#, .NET, Java, Android, MaterialUI, Blazor, Bootstrap, QA

- SOLID, DRY, Design Patterns, SaaS

- Scrum, Kanban, Git, Unified Process

- Design thinking, Problem-based learning, innovative thinking

WORK

July 2022
-
January 2023

Unbox the Universe
Frontend Developer

I was an integral member of an **agile SCRUM** team working on a **SaaS** application in a closed loop system, where my primary responsibility was to implement new frontend features and components using **MaterialUI** within a **Next.js** framework. Leveraging my skills in **TypeScript** and **React**, I contributed to the development of multiple highly responsive and user-friendly interfaces. My work involved collaborating closely with the design and backend teams, ensuring seamless integration of features and timely delivery of the product.

EDUCATION

August 2020
-
January 2024

VIA University College
Software Technology Engineering, Bachelor's Degree

Some completed courses:

- *Responsive Web Design*
  - ***Web Development***
  - ***JavaScript**, JQuery, HTML, CSS*
- *Android Development (Java)*
- *.NET Programming*
  - *C#, Blazor*
  - *REST*
  - *SQLite*
- *Software Engineering*
  - *Architecture*
  - *Design Principles (i.e. **SOLID** and **DRY**)*
  - *Testing (Black-box and White-box)*

September 2016
-
June 2020

"Ioan Jebelean" High School
Mathematics and Computer Science

PROJECTS

Personal Portfolio
Cutting-edge Next.js application that I developed using the latest technologies such as TypeScript and React, MaterialUI, and Framer Motion. The project allowed me to apply the valuable lessons I

Farmerama
IoT System, keeps track of humidity, CO2, temperature, sound.
Java (Android), C, SQL Server, Unit Testing.

The system consists of a client-server application with the client being the presentation tier, which takes care of the user experience within the system through an Android application. The server, responsible for handling the business logic and persisting data, consists of a web service implementation, a gateway application and a data warehouse. The IoT devices, that are running using FreeRTOS, are responsible for measuring data and sending it through the LoRaWAN network which the server then receives. The communication between the IoT devices and the server is bidirectional as the IoT devices also receive data in order to modify measurement thresholds and these instructions are sent all the way from the Android application through the server.

Petbook
Social media for pet lovers.

The system uses a Three Tier architecture, with the user interface tier built using C# and the .NET framework with the Blazor framework and the Tailwind framework for UI creation. The tier responsible for business logic is made with C# and uses ASP.NET REST Web APIs to communicate with the user interface tier. The data storage tier is written in Java and uses Hibernate to access Postgresql databases, with sockets used for communication with the business logic tier, follows the Unified Process framework. It also incorporates design patterns such as adapters and singletons to provide a flexible and efficient system. This system is designed to be distributed and heterogeneous.

Mambo
Food Delivery App
Java, Firebase, SQLite, MVVM, Unit Testing

The app is built for the Android operating system and was implemented using Java. The design of the app was done using XML. The user data is stored securely in Firebase, and users can log in using their Google account. The food data is sourced from an online API, and the data is manipulated to match the requirements of the app.

To Do List
Made with C# .NET, SQLite

The to-dos are stored using SQLite, a lightweight and reliable database that ensures data security and efficient retrieval. To allow for seamless integration with other systems, a REST API has been implemented for the backend, providing an interface for other applications to access and

Simon Game
Memory Game
Made with HTML, CSS and JavaScript