


Cosmin Posirca

Software Engineer

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 Bucharest

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About me

Experienced engineer specializing in digital transformation and data-driven decision-making, I possess a strong passion for presenting technical materials to diverse audiences. Whether addressing stakeholders, collaborating with cross-functional teams, or mentoring junior colleagues, I consistently adapt my speech style to ensure clarity and accessibility.

Work Experience

Younichoice

RPA Engineer

Jun 2020 – Sep 2022

Bucharest, Romania

- Implemented and deployed an automated platform using UiPath that tracks university programs and updates the Youni database with the changes

As part of the initial team behind Younichoice's venture, I played a crucial role in building this project from the ground up. I was involved in various activities, including crafting a business model, a Roadmap, conducting market research, and securing funding.

UiPath

RPA Presales Engineer

July 2016 – January 2020

Bucharest, Romania

- Conducting presales activities such as delivering product demonstrations and proof-of-concept (POC) presentations to potential clients
- Delivering global onsite and online support to customers, ensuring their needs are met and issues are resolved in a timely and efficient manner
- Developing and providing custom activities and integrations tailored to specific client requirements and needs

During my work at UiPath, I collaborated across various departments with my primary role centered on code writing for UiPath's Core Studio. I successfully delivered integrations with diverse solutions, including Google AI, KoreAi, RasaNlu, bpm platforms and various Windows applications. Additionally, I contributed to the team growth and development in multiple regions, such as US and Japan. I played a key role in the inception of UiPath Academy, an online learning platform for the UiPath ecosystem.

Electronic Arts

Game Teter

Jun 2015 – Sep 2015

Bucharest, Romania

- Document program defects into bug tracking databases
- Test and debug prer-released software for bugs and platform compliance
- Perform regression testing, verifying claimed bug fixes

Education

The Faculty of Automatic Control and Computer Science, UPB

Bachelor's degree program

Politehnica University

2014 – Present

Coursework: Communication Protocols, Distributed Algorithms, Local Networks, Embeeded Systems, OOP, Mathematics, Physics, Analog Electronics, Digital Electronics, Measurment Systems, Computers Architecture

Technical skills

Programming Languages & Technologies

C#, .Net, C, C++, Python, VB, Java, Javascript, HTML/CSS, Matlab, \LaTeX , MongoDB, SQL, Git, Docker, Azure, GCP, AWS, Uipath, Wintask, FL

Soft skills

Communication, Critical thinking, Active Listening, Adaptability, Problem Solving, Project and time management, Process improvement, Teamwork, Creativity, Leadership, Decision making