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Iulia Robaș

Work Experience

August 2020 - July 2023 - Cresmart Advisor SRL (Cluj-Napoca, Romania) - React Native Developer
● Part of the team involved in developing a sports betting simulator application.
● Led the development of the presentation website from scratch.
● **React Native, React, Typescript, React Query, React Hooks, React Context, Redux.**

March 2022 - December 2022 - Beesy (Cluj-Napoca, Romania) - React Native Develope**r**
● Part of a startup focusing on recruiting and offering part-time jobs opportunities in the horeca industry.
● Developed an MVP within 2 weeks and made it to the top 10 finalists of FIX Cluj incubator programme.
● **React Native, Javascript, React Context.**

October 2018 - August 2020 MHP - A Porsche Company (Cluj-Napoca, Romania) - Software Engineering Consultant
● Developed solutions for internal usage within the company using **K2**, a platform that automates business processes and enables integrating any of its systems through an intuitive interface.
● Designed databases in **Microsoft SQL Server** for the developed applications, along with SQL queries and scripts. Integrated SAP Business Warehouse (BW), a model-driven software that handles data transformation and storage.
● **RPA** (Robotic Process Automation) training certified by Automation Anywhere.

July 2018 - August 2018 MHP - A Porsche Company (Cluj-Napoca, Romania) - Full Stack Developer Intern
● Part of a 6-person team that implemented a software product addressed to the company's employees providing them with an overview of the internal events as well as the possibility of choosing whether or not they will attend them. The admins were responsible for managing those events, while also having access to all the attendees.
● Back-end was developed using Java, and front-end using **Angular**.
● Integrated **Spring** and **Hibernate** frameworks in a web application, with **PostgreSQL** as a relational database management system and Maven for building and managing the project.
● Used Git for version control, Jira for product management, Fisheye for revision control, and Slack for communication.
● Working methodology: Scrum.

July 2017 - August 2017 Yonder (Cluj-Napoca, Romania) - Full Stack Developer Intern
● Part of a 3-person team involved in developing an application that allowed the employees to make a proposal on different topics such as holiday requests, or improvements suggestions and the admins to handle them.
● Used Java for developing the back-end and **Angular** for the front-end.
● During this internship as well, **Spring, Hibernate, PostgreSQL**, and **Maven** were integrated. I also used Git, Jira, Fisheye, and the same working methodology, Scrum.

Personal Projects

Smart Storage: License Degree project for tracking items inside a storage, using an Arduino-based scale - **React Native, Expo,Firebase**
urPlace: A mobile application for exploring places - **React Native, Expo, Firebase, Redux**
AR Mobile App: A mobile application which animates 2 given 2 pictures of Pusheen - **Unity, Vuforia**
React To-Do: A to-do application allowing the user to add tasks to existing or new categories, classifying them as either a priority, to be done today or in the next 7 days. The dark mode also available - **React, React Hooks, Context, Firebase, SCSS**
React Chat: A realtime chat application. Log into a room and talk with the other users part of the same room - **React, React Hooks,**

Node.js, Express.js, Socket.io

Landing Page: Pusheen inspired landing page and portfolio design. Home, About, Photos and Contact sections - **HTML, Bootstrap, SCSS**

Custom Dragonfly: An app allowing you to customize your own dragonfly by setting the color and texture of a chosen body part. Model downloaded from Sketchfab, with some customization done in Blender - **Three.JS, Blender**

Geometries: Some floating geometries, each of them having a spatial sound attached and being emitted - **Three.JS**

Model Selection: Click on an object and a pop-up with its details will be displayed - **Three.JS, Blender**

Unity 3D Game: Control the cube to avoid the obstacles and not fall outside the sliding area - **Unity**.

Education

2016 - 2019 Babes-Bolyai University (Cluj-Napoca, Romania) - Bachelor's in Computer Science

● Thesis subject: *Smart storage system using native mobile applications and Arduino* - A mobile application using React Native that keeps track of items inside your storage, data being provided by an Arduino-based scale, and stored in the Cloud Firestore database. ● Courses: OOP, Web Development, Mobile Development, Game Development, Design Patterns

2012 - 2016 Gheorghe Șincai National College (Baia Mare, Romania) - Baccalaureate

● Exams: Informatics 10/10, Mathematics 9.70/10, Romanian Language 9.90/10. Overall grade: 9.86/10

Skills

Programming Languages: JSX, JavaScript, Typescript

Technologies: React Native, React Navigation 5, React, React Query, React Hooks, Context, Redux, Socket.IO, HTML, CSS/ SCSS, Bootstrap