

GEANI-GABRIEL DUMITRACHE

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EXPERIENCE

Java Software Engineer

Zerobounce

OCTOBER 2022 – Ongoing Bucharest

- Gained more experience in working with Java concepts (**genuine applicability of SOLID and OOP principles**) and developed the art of code reviewing, helping not only me but also other coworkers to improve the overall code.
- Have to understand and implement new ideas for the **big picture of the project** and had to be more responsible for the integration of tasks.

Software Engineer

Trading Central

JULY 2022 – SEPTEMBER 2022 Bucharest

- I had to apply **Java concepts (OOP SOLID)** and **clean code principles** in **Spring** and test the logic with **JUnit** and **Mockito** using big database (**Postgres**) and **AWS technologies (EC2, Parameters, S3, Batch)**.
- Implemented clean code using **Design Patterns** such as **Decorator, Strategy, State..**
- Resolved Angular bugs and scheduled tasks using **Perl Conductor**.
- Gained more experience in working with **Spring framework (boot and batch), Jenkins, Git, Postgres, Spring testing, Angular and full stack debugging**.

Java Developer

Gameloft

December 2021 – July 2022 Bucharest

- My job was to develop various internal tools using **Spring Cloud Data Flow, Amazon Web Services and Snowflake**.
- I had to understand vast business logic and implement, test and debug applications which have a huge impact over reporting **big data** using **Looker**.

Springboot Junior Developer

OKCurier

June 2021 – December 2021 Bucharest

- I have assisted an experienced programmer to build a third-party platform for a courier company.
- Used **microservices** and **REST API endpoints**.

Freelancer

Fiverr

December 2020 – December 2021 Bucharest

- I developed applications for different clients, most of them in **Java**.
- It helped me understand how to be client oriented and how to correctly communicate requirements and to stand out.

EDUCATION

Bachelor of Science in Computer Engineering

The Polytechnic University, Bucharest

Sept 2019 – June 2023 (Finished)

SKILLS

Java EE / Java 8-11-17-21

Hibernate Spring (boot/batch)

System Architecture Python

Big Data FinTech Docker

Selenium

OOP Clean Code Principles

SOLID Design Patterns ACID

JUnit Mockito Jenkins

SonarQube

Algorithms Data Structures

REST API

TOOLS

IntelliJ Performance Maven

Gradle Ant Postman

Snowflake MySQL Postgres

Cassandra MariaDB Redis

Linux Git AWS Agile

VOLUNTEER

Volunteer

PROEDUS

June 2015 – September 2019

- I contributed to fun and healthy events where I had to interconnect with numerous individuals weekly.

PROJECTS

Implemented an Auction System

- Java project for OOP course, built using **multithreading, test-driven development, OOP concepts, Design Patterns, Java edge features** (Java 8-15).
- Built from scratch in less than 24 hours and sent before early bird deadline.
- Converted into an android application with **GUI, database and register / login activity**.

- I participated to several debates and workshops.
- Interacting with people for so long taught me how to communicate correctly, coherently and efficiently.

Implemented Map Reduce Simulator

- Java application simulating Apache Spark functionality using **generic classes, design patterns** and **multithreading**

Lead Java XBoard Chess Engine

- I have led the design and implementation of a java chess engine using the XBoard interface. I was the captain of a team of 4 students and the main developer.

Built several web scrappers

- **Python** applications which take specific data from different websites; they helped a business grow considerably.
I have used **VPN rotation** and libraries such as **selenium, bs4, speech_recognition, json, os** and **deathbycaptcha**.
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