Dorin Dumitrascuta

FRONT END DEVELOPER

ddumitrascuta@outlook.com (last updated: 23rd of September, 2018)

[LinkedIn](#), [FaceBook](#), [Twitter](#), [GitHub](#)

ABOUT ME - As an agile member of any team, I bring focus, vision and accountability, a no strain process design for implementing key features and drive change across a multitude of disciplines including front-end design, development and producing in the digital environment.

SKILLS

FRONT-END – HTML 5, CSS 3, SEO, JavaScript, UX, NodeJS, Jade, Pug, Gulp, Facebook API, Twitter API, Google API, YouTube API, Sass, Photoshop, Illustrator, pencil, notebook

BACK-END – Python, Git, XML, JSON, Jira, Confluence , Agile

DIGITAL MARKETING – KWFinder, GSC, Google Analytics, Facebook Ads, Google Ads, SEMRush, Ahrefs, SERPWatcher, LinkGrabber, Instapage, Stencil, snip.ly, YoastSEO, GT Assistant, Thrive Architect, Sumo, OptinMonster, ThriveCart, Google Trends, MailChimp, SEOSpider, browseo.net, GTmetrix, Canva, GDraw, Hootsuite, meetEdgar, Drip, Active Campaign, Teachable CMS, Wordpress CMS, Amazon Web Services, WebinarJam, Dreamhost, WPEngine.

OS & OTHERS – Windows (all), Mac (all), Terminal, Google Suite, MSOffice, Trello, Slack, Asana, LastPass, LucidChart, Onedrive, Dropbox, GDrive.

SOCIAL – In my natural environment with agile teams, crushing deadlines and enjoying sprints in every phase of the development lifecycle.

AWARDS & ACHIEVEMENTS

2017 FEATURED IN THE CREDITS SCREEN OF FIFA18 – Electronic Arts Romania

2008 BEST ADVERTISING CAMPAIGN FOR A BANK – Bucharest

2006 THIRD PLACE IN NATIONAL PHILOSOPHY CONTEST ON STOICISM AND SENECA – Oradea

STUDIES & CERTIFICATES

2018 CODETAP ACADEMY - WEB DEVELOPMENT AND FRONT END DESIGN

2018 COURSERA AUTH. BY UNIVERSITY OF MICHIGAN - PROGRAMMING FOR EVERYBODY (GETTING STARTED WITH PYTHON)

2017 THE CLICKMINDED DIGITAL MARKETING CERTIFICATION

2009 - 2011 MSC. WORLD AND EUROPEAN HISTORY – Constanta, Romania

2006 - 2009 B.SC. VISUAL COMMUNICATION AND ADVERTISING – Bucharest, Romania

EMPLOYMENT

2017 *Oct* – 2018 *Sep* DIGITAL PRODUCT MANAGER – ClickMinded.com
+ Help produce and launch seven world class digital marketing courses
+ Help reshape website and implement new funnels
+ Create webinar chat logs and files, for best user experience and seamless integration in EverWebinar
+ Solve complex marketing tasks creatively
+ Help QA test email campaign and newsletter
+ Help QA test an automated series of events involving PHP scripts and user demographics acquired via Drip and persona targeting and deliver with RightMessage
+ Participate in summit events which generated months' worth of sales in just few days
+ Help with SEO implementation across website, YT, Teachable and Social.
+ Provide relevant support to CTO and assisting with development
+ Complete all allocated tasks as prioritized and without incident or issue, in line with agreed time scales
+ Manage YT channel and produce videos, thumbnails, cards, links, descriptions
+ Implement custom code plugins for blog post optimization
+ Attain a deep understanding of digital marketing spectrum
+ Track and solve bugs related to online courses
+ Identify problems and tune up UX
+ Positively motivating remote staff
+ Solution architecture and implementation
+ Design and develop project structure
+ Document project requirements
+ Work remotely with a team of 5 with 24/7 coverage of backend and frontend brand development
+ Communicate seamlessly via Slack with team
+ Automate as much as possible and keep track of project deliverables with Asana
+ Be ballistic about KPIs, dashboards and 'serp' rankings
+ Manage portfolio of affiliate marketing solutions
+ Work with web developer and CTO to revamp site 100%
+ Apply HTML and CSS to solve ad-hoc issues, broken pages, conflicts with other plugins and scripts
+ Help sanitize site and improve page speed by a rank of 5 standard deviations for a particular cluttered page
+ Automate social campaigns with meetEdgar and Hootsuite
+ Connect to Twitter cards for developers
+ Inspect, analyze and report on KPIs, managing change and providing fast feedback loops

2017 *May* – 2017 *Sep* ASSISTANT PRODUCER DC&L – Electronic Arts Romania (EA Sports/FIFA18)
+ Work in sprints in fast paced production environment
+ Reshape daily tasks to take less time but deliver double the results
+ Quickly attain freehand responsibility in the design elements of kits
+ Ensure good Project Management through use of Confluence
+ Use high tech proprietary tools like Broadcaster, ButterChicken and DevTrack
+ Deliver league and team kit packs to artists via Perforce
+ Champion the agile process followed within the Dev Team. Ensure that our processes are understood by larger DC&L department
+ Pull latest builds from production and test quality of kits in rendered environment together with physics and ambient scripts
+ Making decisions on various challenging issues that arise on a daily basis
+ Keeping up to date with technology and finding better ways of working together

- Push to the maximum the capabilities of Frostbite game engine
- Researching development techniques to improve efficiency and reduce development time
- Improve on PM and understand development lifecycle of games
- Organize meetings with staff to advise and propose best practice into design process, when required, to help achieve a more robust kit development process
- Solve complex tasks by splitting them in subtasks until indivisible
- Ensure proper allocation of team resources
- Organizing and meeting with staff to discuss personal development plans
- Feeding back information to staff via useful and productive staff meetings
- Work closely with dev-ops and testers to establish a good release process
- Have proper attention to tiniest details
- Correct bugs and distorting effects via mashing and better Maya scripting
- Produce daily amends, kit releases and suggest edits to artists
- Help and support members choosing and maintaining the path towards improving current aptitudes and gaining new skill sets
- Promote challenges and contests to motivate team members to deliver more tasks
- Track kits when re-entering the pipeline and veto them
- Work well in agile environment, daily standup with team
- Discuss personal achievements and provide advice and support during lunch time
- Write weekly progress report highlighting key wins over the past week, plans and blockers
- Work remotely with the UK and Canada branches of FIFA18
- Participate in weekly remote meetings
- Support and mentor fellow team members
- Create and maintain a fun atmosphere so team members can feel united working towards a common purpose
- Propose better workflows that speed up work
- Ditch processes that were not working and bring new vision to how kits are made
- Ensure best possible execution of game assets by the designer teams
- Collect data and ensure no licensing issues arising
- Reduce redundancy in process scope and iteration
- Replicate to a high degree of accuracy up to 500 non-license team kits

2017 *Jan* – 2017 *Apr* FREELANCE COPYWRITER – Upwork.com
- Help clients reach their advertising goals and targets
- Create Facebook ads including design and copy
- Create articles and ghostwrite versatile reports
- Help professionals automate their freelance job applications through template design
- Work with motivational speakers and coaches

2015 *Sep* – 2016 *Oct* HEAD OF MARINE DIVISION – Forte Insurance-Reinsurance
- Establish a single point of control go to resource for portfolio tracking
- Manage team of 3 and together underwrite over one million USD in premium in under one year
- Transition to digital documentation and policies, slips, addendum and debit notes
- Prepare the Underwriting guidelines and publish them to intranet
- Prepare underwriting tables together with actuary
- Prepare for Solvency II migration
- Work closely with IT to improve, structure and design the system with required features
- Negotiate Reinsurance Treaty with Lloyd's market

- Attend meetings with COO, CEO, Head of Product, managers and others as solution adviser and problem solver
- Liaise and consult with offshore brokers and partners
- promoting new ways to work within the business plan
- The point of contact for any issues concerning the team and resolving as soon as possible
- Assure better terms, lesser exposure and no deductibles with new contracts
- Maintain flexible underwriting philosophy, client first approach
- Compensate and pay black-swan claim of over 1.5 million USD with minimum back and forth, and without affecting the underwriting year in terms of profit due to strong reinsurance contract in place
- Drive change in organization

2015 *Mar* – 2015 *Aug* MARINE CLAIMS HANDLER – ASTRA Insurance
- Quickly helped declutter Senior Claims Manager
- Track claims, constitute reserves and process files to ensure proper cover in place
- Mitigate legal issues to a minimum
- Help speed up process of claim handling by 100%
- Assist with migration to a single, integrated spreadsheet for analyzing claim data
- Highlight potential risk factors for portfolio

2013 *Sep* – 2015 Mar JUNIOR MARINE UNDERWRITER – ASTRA Insurance
- Learn technical marine jargon
- Negotiate insurance premium
- Analyze accounts for profitability, claim ratio factors and exposure to firm
- Draft policy slips, addendum and cover notes
- On-site ad-hoc Ship inspections

2012 *Jan* – 2012 *Oct* TRAINING & TEACHING RESPONSIBLE – SC RAJA SA
- Supply training solutions for up to 100 employees working with European Funds and Grants
- Participate in meetings with the Development Director
- Liaise with officials in implementation and supervision of development contracts
- Maintain good relationships with C-level execs
- Ensure proper testing is in place for every employee
- Coordinate certificate issuance after course exams

2010 *Feb* – 2012 *Jan* MEDIA OFFICER FOR COHESION FUNDS – SC RAJA SA
- Draft and design promotion plan for Cohesion Funds and projects
- Spread reach of European Union aid with public
- Ghostwrite specialty articles

2009 *Sep* – 2010 *Feb* ANALYSIS, PROGRESS, PROGNOSIS RESPONSIBLE – SC RAJA SA
- Attend meetings with contractors and engineers
- Draft steering minutes
- Prepare stationery for meetings
- Edit daily documents for tracking projects
- Work with project managers to identify key weaknesses in the implementation process and address them beforehand
- Help draft messages, emails and official letters to parties involved

2009 *Jun* – 2009 *Mar* COPYWRITER – Brightness Advertising, full stack advertising agency

- + Come up with on demand creative solutions
- + Solve client briefs in original ways
- + Design launch campaign of GQ in Romania
- + Design campaign for social security awareness
- + Write radio scripts as well as video scripts
- + Work together with client service to ensure proper understanding of client brief
- + Work closely with art director to attain best deliverables (semantic, imagistic and creative)

2008 *Apr* – 2008 *Jun* JUNIOR MEDIA PLANNER – Universal McCann, McCann Erickson
- + Plan and monitor advertising campaigns for large accounts
- + Liaise with TV stations for last minute changes in scheduled commercials
- + Buffer new client requirements in a fast paced producing environment
- + Attain GRP & NRP score above client expectations
- + Responsible for Heineken's UEFA Champion's League solo spots, with a budget of $150.000 per impression.
- + Be a positive influence, inspiring team members and delivering above expectations.