

# MARCO ULISE TIGHILIU

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#### SKILLS ->

- WEB DEVELOPMENT: HTML, CSS, JAVASCRIPT, ANGULAR
- SOFTWARE ENGINEERING: JAVA. SPRING, C++, NODE.JS
- GAME DEVELOPMENT: UNITY, C#

To better grasp my skills, you can visit my portfolio website here: https://lemon2311.github.io/Portofolio/

### EDUCATION ->

- JAVA FROM SCRATCH COURSE AT SOFTWARE DEVELOPMENT ACADEMY
- DOING A BACHELOR IN MECHATRONICS AT FONTYS SCHOOL OF APPLIED SCIENCES - SINCE 2021

## **ARNIIT MF**

I am a maker from Bucharest Romania who's been using software development as his main creative outlook for the last 5 years. My focus is on technology and leaving a mark on society by helping it grow. During my first two years of studying Mechatronics, I understood what a true engineer sells to a customer... Certainty. Certainty that the project is done ahead of the deadline and Certainty that I use the best technologies to create a product that satisfies my customers' requirements.

#### EXPERIENCE

During my years of coding, I have gained experience making websites, and implementing dynamic user interfaces like showcased in my personal portfolio. Using and creating API-s to transfer data between different environments like the one I created for BetOnsky, a betting app I am currently developing using Spring, that utilizes Hibernate to create the bridge between the user interface and the MySQL database where the bets and user info are stored. Utilizing embedded platforms in robotics projects like I used in my group projects at Fontys. Using IoT to bridge the gap between humans and technology, like I did in my Home Server, that serves a webpage accessible on my local Wi-Fi from which a person can control automated aspects of my home, or project SIM3&4 from Fontys Mechatronics year I, when we used Bluetooth to communicate between a invers-Kinematics robot arm and a car, the robot arm being placed on the back of the car and utilizing Bluetooth to give the arm the possibility to spin more than 360° without getting tangled in the wires coming from the car to the arm. Using JavaScript for general-purpose needs like IMAP newsletter mail extractors, OCR, and such. And creating cool games like the game I made for the Brackey's game jam named RewindMaze, featuring randomly generated mazes.