MARIO MARIN

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WORK EXPERIENCE

Tools Developer at NXP

📅 May 2023 - Current

I created a centralized dashboard for team and management usage.
My main tools were React, TypeScript, Vite, Python, PyTest, and AWS.
For version control we used Git with Bitbucket and Jira for managing tickets.

Programming Trainer at Logiscool

📅 October 2022 - July 2023

I worked as a teacher for high school and middle school students.
My classes were focused on programming basics for Python and Game Development.

PROJECTS

Centralized Dashboard for Team Usage

A CRUD SPA that features a fully typesafe frontend written in TypeScript with React and Vite. For the backend we used Python with AWS and Serverless.
It features systems for authentication, inventory management, board reservation, usage metrics, access management, a DSL for extending the dashboard, and much more.

API Integration Testing

Designed and executed automated test cases to verify API endpoints, response accuracy, and performance using Python and PyTest.

Board Inventory System

A page for managing boards. The data is inputted by the user and saved in a DynamoDB table. A JSON configuration file is used to generate the input fields so that the frontend doesn't need to be updated every time a new field is needed.

Board Reservation System

A page for managing board reservations. The board data is taken from the same table and configuration file as the inventory system. It features instant reservations and scheduled reservations. Instant reservations start from the moment the board is free to use while scheduled reservations feature a calendar view where you can choose only valid timeframes.

Metrics Builder

A page for viewing data about server and board usage. It features a system for creating charts and chart containers that can be shared with other people.

Config Builder

A page for creating configuration file schemas that can be filled in by users. It features a JSON based Domain-Specific Language for generating pages, a text editor, and a result view for instant feedback on the page creation.

EDUCATION

Computer Science and Economics

📅 September 2023 – 2026

Academy of Economic Studies of Bucharest. Faculty of Cibernetics, Computer Science, and Statistics. Department of Computer Science and Economics.

SKILLS

PROEFICIENT	TypeScript - React - HTML - CSS - JavaScript - Godot
INTERMEDIATE	C# - ASP.NET - Git - Python - PyTest - Node
STARTER	AWS - Serverless - Unity
LANGUAGES	Romanian - English

ACTIVITIES

Personal Projects

Verset
A social media app for creating and sharing lyrics.
As on any social media app you can like posts, comment on them, and follow accounts, but it also features tools for creating lyrics like integration with the Dexonline.ro API for fetching definitions, synonyms, and antonyms.
I used TypeScript and React for the frontend, C# with ASP.Net for the backend, and SQLite for database.
It features SSO Google Authentication, and the backend is hosted on my personal server at home. It is exposed to the internet through a Cloudflared tunnel.

2D Bow Shooting Platformer
Written in C# with Raylib using OOP principles.
It includes systems like sprite animation, keyframe animation, collision detection and resolution, inverse kinematics for procedural animation, level editor.

Deliver Bullets
Top Down shooting game where you fight different enemies, find better weapons, explode barrels, and slow time.

Game Jams

GMTK Jam 2020
Plants vs Zombies clone with Robots and Machines.

Discord Jam 3
Hyper Casual endless runner.

Ludum Dare 46
Top Down sword fighting game.

Mini Jam 69

Top Down Horror game with procedurally generated maps.