

MARIO MARIN

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WORK EXPERIENCE

Frontend Developer Internship at NXP

May 2023 - Current

I created a centralized dashboard for team and management usage. My main tools were React, TypeScript, Vite, Python, 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.

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.

Permission Management System

A page for managing user access. Admin users can edit permissions of GET, POST, and DELETE to restrict access to certain pages.

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 - Godot

INTERMEDIATE C# - Git - Python - Node

STARTER AWS - Serverless - Unity

LANGUAGES Romanian - English

ACTIVITIES

Personal Projects

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.

Community Game Jam

Top Down game about exploring a cave to find a treasure. On the way you can interact with characters, fight monsters, and find better equipment.

Discord Jam 3

Hyper Casual game where you play as Santa and jump over buildings to deliver presents.

Ludum Dare 46

Top Down sword fighting game.

Mini Jam 69

A horror game where you play as a girl that is stuck in a randomly generated labyrinth in search for a weapon that can bring down the monster that's following you.