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WORK EXPERIENCE

Frontend Developer at NXP

📅 May 2023 - Current

As a frontend developer I worked on the main dashboard of our team. I completed dozens of Jira tickets with over 300 commits on Bitbucket for features, bug fixes, and refactoring. The main tools I used were React, TypeScript, Vite, Python, and AWS.

Programming Trainer at Logiscool

📅 October 2022 - July 2023

As a programming trainer I mainly held Python courses, but also Visual Programming courses. The Python courses focused on programming mastery with a touch of game development with Pygame and data cleaning with Pandas, while the Visual Programming courses focused on teaching the basics of programming through game development.

PROJECTS

Dashboard for data viewing, and board reservation and management

- Over 300 commits and dozens of tickets completed in the span of a year for new features, bug fixes, and refactoring.
- Fully typesafe frontend written in TypeScript with React and Vite. For the backend we used Python with AWS and Serverless.
- 2 types of authentication with Proprietary SSO and Cognito.
- Board inventory - A system for adding, editing, and deleting boards from a database. It contains a board table that is sortable and filterable.
- Board reservation - A system for reserving boards that gives users access to them. Board reservations can be scheduled or reserved whenever they are available. It contains a calendar view of the reserved boards.
- Metrics pages - Pages that can show multiple charts of selected data from multiple categories of statistics. The charts are interactive, filterable, and sortable.
- Config Builder - A way for admin users to extend the dashboard with new pages written in a JSON editor inside the app for other users to fill them in and save the data.
- Preferences saving and loading - Sorting, filters, and selections can be saved in the database to be reloaded when the user accesses the page again.
- Permission management - Admin users can edit permissions of GET, POST, and DELETE to restrict access to certain pages of the Dashboard for other users.

EDUCATION

Computer Science and Economics

📅 September 2022 – 2025

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

SKILLS

PROEFICIENT TypeScript - React - Node - HTML - CSS - Godot

INTERMEDIATE C# - Git - Python

STARTER AWS - Serverless - Unity - Elm

LANGUAGES Romanian - English

ACTIVITIES

Personal Projects

- 2D Bow Shooting Platformer - Written in C# with Raylib and uses solid 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.
- Vector Editor - Written in the functional programming language Elm for the InfoEducatie contest. An app for drawing and editing SVG Images. The files can be saved and loaded as JSON.

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.