

# MARIO MARIN

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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.

### 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.