

# MATEI SÎRBU

MID-LEVEL SOFTWARE DEVELOPER, 5 YRS OF EXPERIENCE IN ANGULAR, .NET AND PYTHON

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## ABOUT ME

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A passionate and skilled software developer, specialized in Angular, NodeJS & .NET development. Alumnus of The Faculty of Mathematics and Computer Science of UniTBv. Looking forward to opportunities of supporting ambitious companies in developing innovative and outstanding solutions. Eager to expand my knowledge through challenging experiences.

## SKILLS

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- I speak Romanian natively, am fluent in English, can understand basic German
- I am proficient in .NET Windows Forms & WPF development and Git version control
- I am experienced in Angular, NodeJS and Python development
- I am decent in SQL scripting and leveraging Amazon Web Services infrastructure for developing cloud-native solutions (like S3, ECR, EKS, IAM, DynamoDB etc.), experimented with NoSQL and graph database engines (like MongoDB and Amazon Neptune), have used React and ASP.NET in the past
- I am also fairly skilled in managing and deploying on-premises software with Docker, IIS, Windows Server, WSL and hypervisors like VMware ESXi
- I am able to maximize test coverage by implementing unit tests with Jasmine and Jest, and automated tests with Cypress and Selenium; am also capable of writing comprehensive test reports and executing Gherkin-style test scenarios during session testing and acceptance testing
- I can use macOS and Windows interchangeably, preferring the first but being proficient in both — comfortable using both Zsh and PowerShell
- I like video editing using Final Cut Pro, Motion and OBS, the videos showcased on my YouTube channel being relevant examples
- I have very often used the Microsoft Office suite, including creating diagrams in Visio and Gantt charts in Project; alternatively, I enjoy redacting high-quality documents and presentations with L<sup>A</sup>T<sub>E</sub>X (like this résumé!)

## EXPERIENCE

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<b>2021-present</b>	Software engineer at Waters Romania SRL, Braşov: improving NuGenesis LMS SDMS and Dashboards projects, and the waters_connect cloud platform <ul style="list-style-type: none"><li>- Worked on a complete overhaul of the Vision project browser and the Audit Trail viewer web apps — a modern ground-up rewrite of the SDMS tools using the latest frontend frameworks and fixes of API-related issues found by the automation team on the backend</li><li>- Improved an internal tool that aids testers in easily analysing traceability matrices by adding new features and improving the user experience</li><li>- Spearheaded the implementation of a first-of-its-kind analytics web app — that allows SDMS and LMS users to monitor their data at a glance — by leveraging tools like Python and Plotly Dash</li><li>- Contributed to the accessibility of the waters_connect cloud platform by ensuring the ecosystem apps are properly localized, thus enlarging the target demographic</li></ul>
<b>2020</b>	Coding Summer Camp at Waters Romania SRL, Braşov: Full-stack (MEAN) web development of an inventory management system
<b>2019-2020</b>	Internship at ST Consulting Services SRL, Braşov: C# Windows Forms development of supply chain management solutions

## CERTIFICATIONS & COURSES

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<b>Sep-Dec 2019</b>	SQL Server & ASP.NET MVC on-site workshop at Pentalog Romania SRL, Braşov
<b>July 2018</b>	Ministry of Education: Digital and professional competence certificates (highly skilled in client software development, customization and configuration)
<b>August 2017</b>	InfoEducație contest, national stage (Gălăciuc, Romania)
<b>July 2017</b>	Cisco Networking Academy: IT Essentials (course completion certificate)

## EDUCATION

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<b>2018-2021</b>	College	Faculty of Mathematics and Computer Science of UniTBv: Bachelor's Degree in Applied Computer Science
<b>2014-2018</b>	High school	Grigore Moisil National College of Computer Science (Braşov, Romania)

## PORTFOLIO

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- **Inventory Manager** – A full-stack inventory management web app, developed during the Waters Summer Camp of 2020.
- **Altă întrebare?** – An Android quiz game app, developed using Xamarin & Windows Forms for the InfoEducație coding contest.
- **Battle City** – A recreation of the classic Nintendo Entertainment System game, implemented using C++ and SFML during late 2019.
- **Vacations@Contoso** – Just a basic time-off manager, developed using Spring Boot, PostgreSQL, Azure Active Directory and OAuth 2.0.
- **Gimme Pizza!** – An Android boilerplate pizza ordering app, implemented with Java.
- **Yellow Submarine** – A simulation of a submarine navigating through unknown waters, developed using C++ and OpenGL during late 2019.