Pirvan Laurentiu Ananie

Software Engineer

👤 Profile

I view myself as a creative person, passionate about software development and a team player.

💼 Employment History

Unity Game Development at Personal Project

2020 — Present

Developing from scratch a 2.5 D mobile game using Unity Game Engine.

The game is a truck simulator where players deliver goods to various companies or factories within different environments like mountains, desert, plains, etc.

While working on it I learned about 3D modeling, Unity Editor, C#, Shaders, Materials, Sounds, Save System, Level Design, In-App purchases, UI / UX, Illustrations.

- For the car I had to implement driving physics, goods handling system, trailer attachment.
- Created over 100 models using Blender 3D
- Added a mini game where the player can load the goods with crane into the truck
- Implemented a save system
- Camera handling and a smooth Scene transition
- Modeled a garage and implemented system where you can select or buy other vehicles

Java Developer at Analytic Company GmbH, Hamburg

2019 — 2020

1) Had the full responsibility to develop an app, both back-end, and front-end from the scratch to publishing it on Google Play (Auto Price Professionals), which I managed to make in a reasonable time frame. I also had to update it periodically in order to bring new features to the app.

I was using Android SDK, Design Patterns, creating UI using Android Studio Layout Editor, APIs, Logging and GIT in order to keep track of the entire project. My contribution was up to the version 1.5 of the App.

Responsibilities:

- Bring new features to the app such as Average / Optimal Market Price, Dealer Trade-In Price using already built mathematics based on different variable of each car that user inserts
- Had to create the UX of app in a manner that is prioritizing design, but also easy to use.

Details

+40 732 627 088

ainkiwi@gmail.com

Links

Personal Website - laurentiupirvan.com

Skills

Java

Unity Game Engine

Android SDK

Git

Blender 3D

C#

C++

SQL

Firebase

Adobe Illustrator

Maven

Spring

Languages

Romanian

English

German

- Organizing and prioritizing work in order to complete assignments in a timely, efficient manner.
- Developing an in-app purchase system, and a voucher system.
- Collaborated and synchronize with iOS developer in order to have equally progressive updates
- Implementing 2 Languages system (English and German)

2) Created a web crawler solution based on Java which provides useful data about various car brands and their models.

3) Maintaining MySQL database and keeping it updated with the new car models, using Regex, basic SQL and Mantis Bug Tracker.

Mobile App Developer at Personal Project
2019

Developed from scratch an Android application, which serves as a platform for people looking to hire for short-term jobs. It was the first time I started a challenge that big by myself.

- Storing the requested jobs into a Firebase database, using its methods
- Using GIT and Logging for tracking

I learned how to successfully manage my time, improved my knowledge about Android SDK, also the project made me a better Illustrator, and a better UI/UX designer.

Project Support Java Developer- Internship at General Magic Technologies, Braşov
2018

Developing a long-lived service that fetches up data about cars, such as brand, coordinates, car brand, using public APIs.

For developing it I used Java Maven and for testing it I wrote unit tests. The service was based on a multithreaded architecture and had to automatically restore itself in case of a failure.

🎓 Education

Computer Science, Transylvania University, Faculty of Mathematics and Informatics, Braşov
2016

Course, General Magic Technologies, Braşov
2018

Learning operations through SQL, and later on, Android SDK, covered the basic information on how to successfully develop an application.

As a final project we had the challenge to work as a team, developing an Android app, that was getting the data from a database with all the routes of the public transportation in that city (Braşov) and also the time span of all vehicles.

Mathematics and Informatics, High School, Elie Radu, Ploieşti
2012 — 2016