# **ALEXANDRU TURCANU**

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## **EDUCATION**

- · Self Taught
- · Make School
  - iOS Development Summer Academy, 2018
  - Applied BS in Computer Science (Aug 2020–May 2022 Expected)

#### **SKILLS**

#### **Full Stack iOS**

- SwiftUI, UIKit, SpriteKit
- · CoreData
- AVFoundation
- CoreML
- Protocol Oriented Programming

## **Programming Languages**

- · Swift (Proficient)
- Python
- HTML/CSS
- Basic C++

#### **Software**

- Xcode
- · Git, SSH, GitKraken
- Trello, Airtable, Notion
- Sketch
- · Solidworks, OnShape

#### **PROFILE**

Passionate developer with a desire to create best in class apps and obsessed about designing fluid interfaces and animations.

#### **EXPERIENCE**

## Founder & Hardware Lead of Quantum Robotics — 2017-2020

A non-profit entity that was born out of a robotics high-school club.

- Led project development tasks while practicing Agile Sprints & SCRUM
- · Introduced team-management tools: Trello, Airtable, GSuite
- · Shared my deep passion & knowledge with new members
- Won over 17 awards over the course of 10 competitions worldwide

## Remote iOS Software Engineer, IllumeHealth — 2018 (3 months)

Deep integration between HealthKit & WatchOS for tracking Sauna sessions.

- · Developed Front-End of both iOS & WatchOS Apps
- Designed CoreData Model and implemented business logic

## **PROJECTS**

## Sole Developer, FTC Scorer — 2020

Dead simple app with OS level integrations for scoring robotics games.

- · Created with SwiftUI and Catalyst, launched on iOS, iPadOS & macOS
- · Integrated CoreData for saving scores and exporting data
- Helped more than 100 teams, and open sourced the project on GitHub

## Sole Developer, Envision: Habit Tracker — 2018-2019

Innovative habit tracking app with a beautiful interface and delightful animations.

- Implemented fluid animations and custom screen transitions
- Integrated SpriteKit for simulating physics

## **AWARDS**

## **Apple 2020 WWDC Swift Student Challenge Winner**

 Created a memory game based on PencilKit drawings that integrates on device machine learning.

## Apple 2018 WWDC Scholarship Recipient

 Developed a card memory game using UIKit, Core Animation, AVFoundation

## **HACKATHONS**

- Nasa Space Apps 2018 Global Nominee
- Hacking for Humanity Overall 3rd Place
- Outside Hack 2018 Finalist (Sponsor Winner)