

ALEXANDRU TURCANU

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EDUCATION

- Make School - Applied BS in Computer Science (Aug 2020–May 2022 expected)
- Self Taught

SKILLS

Programming Languages

- Swift (Proficient)
- Python (Proficient)
- Javascript/Typescript
- HTML/CSS

Software

- Xcode, VS Code
- Git, SSH, GitKraken
- Linear, Airtable, Notion, Trello
- Figma, Sketch

Frameworks

- SwiftUI, CoreML, UIKit, SpriteKit, CoreData, React, NodeJS, Express, Material-UI

GIVING BACK TO THE COMMUNITY

- Speaker at [WWDC Watch Party](#)
- [Scholars in the Spotlight](#) Podcast appearance
- Author of featured articles with over 10K reads ([A1](#), [A2](#), [A3](#))
- Judge at XDHacks
- Mentor at TeenTechSF Civic Hackathon
- Speaker at Civic Code Hackathon

PROFILE

On a journey to create best in class apps, obsessed with designing fluid interfaces, and perfectionist at heart.

EXPERIENCE

[BoringStocks](#) — Project Lead & Designer — 2021 (current) — *Launched!*

Minimalistic stock information website with a custom API service.

- Leading a team of 5 developers and designers in an Agile environment
- Organizing weekly retrospectives for reviewing and planning sprints
- Estimating difficulty and duration of tasks using poker point planning
- Designing web interface by following UX best practices

[Quantum Robotics](#) — Founder & Hardware Lead — 2017-2020 (3 yrs)

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

- Led project development tasks while practicing Waterfall management
- Introduced team-management tools: Trello, Airtable, GSuite
- Achieved 2nd place by score at the World Championship Detroit 2019
- Won over 17 awards over the course of 10 competitions worldwide
- Shared my deep passion & knowledge with over 60 members

PERSONAL PROJECTS

[Teamo](#) — React, Redux, Firebase, Material-UI — 2021 (2 mos) — *Soon!*

- Crafted a design system and with high fidelity mockups in Figma
- Engineered custom styled components by theming Material-UI
- Hooked up business logic between React and Firebase using Redux

[FTC Scorer](#) — SwiftUI, Catalyst, CoreData — 2020 (3 mos) — *Launched!*

- Used by more than 100 robotics teams, and open sourced on GitHub
- Integrated CoreData for saving scores and exporting data

[Envision: Habit Tracker](#) — UIKit, SpriteKit— 2019 (1 yrs) — *Launched!*

- Innovative habit tracker that improved the life-style of over 5K people
- 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 and sound effects using AVFoundation.

[Apple 2018 WWDC Scholarship Recipient](#)

- Developed an elegant and realistic card memory game.

HACKATHONS

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

PAST EXPERIENCES

IllumeHealth — Remote iOS Engineer — 2018 (2 mos)

Deep integration between HealthKit & WatchOS for tracking Sauna sessions.

- Collaboration with product manager and designer to ensure optimal UI & UX
- Developed Front-End of both iOS & WatchOS Apps
- Designed CoreData Model and implemented business logic