

ALEXANDRU TURCANU

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EDUCATION (SELF TAUGHT)

Dominican University of
California - Bachelor's in Applied
Computer Science - May 2022

SKILLS

Programming Languages

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

Frameworks

- Nextjs, Tailwindcss, React,
NodeJS, Express, ESLint/
Prettier, Fathom, MDX, Redux,
Chai, Mocha

Software

- VS Code, iTerm2, Fig
- Notion, Linear, Figma

GIVING BACK TO THE COMMUNITY

- Open Source Contributor
- [Notion Advocate](#)
- 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

[Onshape](#) — Front End / UI Software Engineer Intern — 2021 (3 mos)

Collaborated with UX, QA, stakeholders to deliver high quality features.

- Engineered a graphical representation library from ground up in D3.js
- Deployed to production a brand new and modern Enterprise Settings
- Built new features using Test Driven Development in Protractor

[BoringStocks](#) — Project Lead & Designer — 2021 (2 mos)

Minimalistic stock information website with a custom API service.

- Led a team of 5 developers and designers in an Agile environment
- Organized weekly retrospectives for reviewing and planning sprints
- Estimated difficulty and duration of tasks using poker point planning
- Designed web interface by following UX best practices

PERSONAL PROJECTS

[MS Archives](#) — Nextjs, Docusaurus, Tailwind — 2021 (2 mos) — *Launched!*

- Conservatory of [Make School](#) used by over 5K people, including current students, instructors and alumni
- Archived, rendered and hosted over 50 courses and tutorials
- Implemented custom code sorcery using bash scripts

[Teano](#) — React, Redux, Firebase, MaterialUI — 2021 (2 mos) — *Launched!*

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

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

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

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

PAST PROJECTS

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

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

- 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 with a beautiful interface and delightful animations.

- Innovative habit tracker that improved the life-style of over 5K people
- Implemented fluid animations and custom screen transitions
- Integrated SpriteKit for simulating physics