

Alexandru-Antonio Falcescu

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TECHNICAL SKILLS & LANGUAGES

Programming Languages: Kotlin, Java, JavaScript, TypeScript, SQL (MySQL, MS SQL), NoSQL (MongoDB)
Frameworks: Spring, React, Node.js, Jetpack Compose, TailwindCSS, JUnit, Jest
Developer Tools: Git, Docker, Vite
Languages: English, Romanian

EXPERIENCE

Junior Software Developer

July 2022 – Present

Cancom

Bucharest, Romania

- Developed a backend solution for a leading Romanian bank, which involved implementing an **Event-Driven Architecture** and **Microservices** for efficient and scalable system operations. The project consists of 3 **Node.js** servers that receive **REST** requests through a Load Balancer and forward them to 3000+ clients through multiple **WebSocket** channels. (*JavaScript, Node.js, Socket.io, REST API, MongoDB*)
- Built a **Kotlin** Android Application which captures a fingerprint, sends it with **SOAP API** and updates the UI to display the found criminal record. (*Kotlin, SOAP API*)
- Fully translated an Angular.js template used for multiple projects to **React** while also removing old boilerplate code and improving code readability and package structure. (*Angular.js, React, JavaScript, Node.js, MS SQL*)
- Used the previously mentioned **React** template in a **Full Stack Web Application** with complex employee management features. (*React, Node.js, JavaScript, MS SQL*)

Backend Developer Intern

March 2022 – May 2022

Coherent Solutions

Bucharest, Romania

- Worked in a team of 3 in which I helped implementing the backend of a candy shop Web Application using **Java** and **Spring Boot** with **MySQL**. (*Java, Spring Boot, MySQL, REST API*)
- Took part in workshops related to various topics such as: **Agile and Scrum methodologies**, How to write **Clean Code** and How to develop a secure application.

PROJECTS

Guessify | *Kotlin, Firebase, Spotify API & SDK, MVVM Architecture*

April 2023 – June 2023

- Built an Android Application as my Bachelor's project using **Kotlin** and **Firebase** for the backend with **Spotify API & SDK** for connecting and interacting with Spotify database.
- The application has the following functionalities:
 - A profile screen where the user can see details about his Spotify account, listening history, currently playing song on Spotify and most listened songs & artists on Spotify over the last 4 weeks.
 - A recommendation screen where the user can receive a suggested song based on their top artists & songs. The recommendation is received through a Spotify API endpoint that uses Spotify ML algorithm.
 - A guess the song multiplayer minigame in which the user can create a room with up to 3 other friends, select a topic for the songs and start trying to guess the playing song to receive points which sum up to a final leaderboard.

Spanzuratoarea | *Java*

August 2021 – November 2021

- Developed an Android trivia hangman type of game to help Romanian children improve their general knowledge.
- The application was developed with **Java** and is currently published on **Google Play** where it has 1.6K+ downloads and a 4.0/5 star rating.

EDUCATION

University of Bucharest

Bucharest, Romania

Bachelor in Computer Science

Oct. 2020 – Jun. 2023

- Final GPA equivalent of 9.06/10
- Relevant courses: Data Structures & Algorithms, Advanced OOP in C++ & Java, Full Stack Web Development and Android Development