

Roland Alin Banita

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PROFILE

Software Engineering graduate with a strong interest in building user-friendly, scalable systems. Through my degree, I've gained hands-on experience with C#, SQL, Java, and modern frontend technologies including TypeScript, React, JavaScript, HTML, and CSS. My academic and practical projects range from database-driven applications to interactive UI-focused systems, delivered using Agile and Git-based workflows.

Alongside my technical background, I bring extensive professional experience from customer-facing and leadership roles. This has shaped my ability to stay calm under pressure, solve problems quickly, communicate clearly, and support teams through mentoring and training. I'm keen to grow as a software engineer while contributing to reliable, well-designed products that deliver real value to users.

KEY SKILLS

Core Skills

- Problem-solving & analytical thinking.
- Team collaboration and leadership
- Customer service & conflict resolution
- Communication & adaptability

Technical Skills

- Programming: C#, Java (OOP), SQL, JavaScript, TypeScript, React
- Tools: Git/GitHub, Visual Studio, MySQL Workbench, Linux CLI
- Frameworks & Patterns: ASP.NET Core MVC, MVC / MVVM
- Databases: MySQL, database design, ER diagrams

Certifications

- Scaling Excellence – Stanford Online (2024).
- Linux Administration Bootcamp – Udemy (2020)
- European Computer Driving Licence (ECDL) – Pitman Training (2022)

Languages

- Romanian (Native)
- English (Advanced)
- Italian (Intermediate)
- German & French (Beginner)

EDUCATION & QUALIFICATIONS

- Regent College London – BEng (Hons) Software Engineering
2021 – 2025
(Completed – First Class expected, 71%, awaiting diploma)
 - Modules included: OOP (C# & Java), SQL & Database Design, Data Structures & Algorithms, Agile Programming, and Computer Systems.
 - Undergraduate Project: Designed and developed a professional reputation management system with secure authentication, editable profiles, visibility controls (public/private), and search functionality.
Tech stack: ASP.NET Core MVC, Entity Framework Core, MySQL, Serilog, AJAX.
 - Collaborated on Git-based software projects, applying Agile practices and version control to deliver real-world solutions in team environments.
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PROJECTS

- VRlympics 2025 – “Peek & Pick” (VR Mini-Game)
Developer & UI/UX Designer
 - Designed and developed a VR mini-game focused on fast, accessible gameplay for live and corporate event environments.
 - Implemented core game logic including real-time collision detection, scoring systems, and difficulty scaling.
 - Designed VR-friendly UI/UX, optimized for clarity, responsiveness, and player comfort.
 - Built using Unity (C#) and deployed on Meta Quest 3.
 - Delivered within an Agile (Scrum) team under tight time constraints.
 - Presented the project in a Viva-style showcase to academic staff and industry partners, incorporating feedback into final refinements.
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WORK EXPERIENCE

Mobile Patrol Operative – Team Leader | UK-CPM (Agena Group), London

May 2022 – Present

- Conduct patrols, enforce compliance, and issue PCNs in line with company and regulatory standards.
- Maintain accurate reporting and use handheld systems to log activity and incidents.
- Previously promoted to Team Leader, where I trained staff, supported compliance processes, and contributed to operational efficiency improvements.

Croupier | Aspers Casino, London

Jun 2021 – May 2022

- Operated live casino games while ensuring compliance with gaming laws and safeguarding procedures.
- Delivered attentive customer service, resolving disputes calmly and maintaining guest satisfaction.
- Maintained 100% accuracy in payouts and table balancing during high-volume shifts.

Pit Manager | Genting Casino, Torquay

Dec 2017 – Dec 2020

- Supervised gaming staff and daily operations, ensuring adherence to compliance and service standards.
- Implemented safer gambling initiatives, contributing to a responsible and secure environment.
- Led performance improvements that enhanced customer experience and team efficiency.

Earlier Roles (2001–2017):

Croupier-Cashier (AIDA Cruises), Assistant Gaming Manager (Kololi Casino, Gambia), Casino Inspector (Vesuvius Casino, Romania), Croupier (Casino Bastion, Romania).

- Managed casino operations, balancing financial transactions and chip inventories with accuracy.
- Trained and developed staff to deliver consistent customer service in multicultural environments.
- Delivered professional guest services, resolving issues and promoting responsible gambling practices.

INTERESTS

Emerging technologies (cybersecurity, blockchain, AI), strategy games, and problem-solving challenges. Active interest in digital communities related to DePIN and smart infrastructure.