Bogdan
Bitfoi

DATE OF BIRTH:
8 Dec 1993

CONTACT

Nationality: Romanian

Gender: Male

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WORK EXPERIENCE

16 JUL 2014 – 22 AUG 2014

C++ Intern
Neusoft EDC SRL

Activitati
Tutoriale despre conceptele de baza OOP
Embedded C++ Programming
UNIX config of embedded system
Responsabilitati:
Terminarea task-ului inaintea termenului limita
Acordarea ajutorului colegilor interni
Cluj-Napoca

13 JUL 2015 – 21 AUG 2015

.NET Intern Developer
Evozon Systems SRL
Software Development
Worked in an Agile team
Cluj-Napoca

12 OCT 2015 – 1 MAY 2016

.NET Software Developer
Evozon Systems SRL
Software Development
Worked in a team
Communicated with clients
Dealt with Agile methodology, Scrum namely
Cluj-Napoca

1 JUN 2016 – 1 JAN 2018

Software Engineer
Hewlett Packard Enterprise

Software engineer for the Server Automation product.

The product manages data centers - thousands of machines - by performing automatic tasks on them, such as operating system installation, operating system and software patching etc.

The team I was in was responsible for operating system patching.

The primary programming language used was Python, albeit a little Java here and there was used as well.

Since December 2016, I've been working on the Data Center Automation product, a product in the same sphere as the above-mentioned Server Automation. However, this product is written mostly in Java and Go, and it is structured using the micro-services architecture.

Working on this product I've been writing about 90% Java and the rest Go and a bit of Python for integration testing between the micro-services.

Java technologies used are Hibernate, Spring boot, KAFKA messages, as for micro-services, Docker with Kubernetes technologies were used.

For both products I've been working on, the primary development medium were UNIX-based operating systems, which helped me acquire UNIX commands and networking knowledge.

Cluj-Napoca, Romania

3 JAN 2018 – CURRENT

Java Software Engineer

msg systems Romania

Java developer working on a product called iRe - Intelligent Reinsurance.

The product is built on a micro-service architecture, and handles use cases such as uploading Excel representing insurance premiums, uploads of losses and reinsurance programs (include formulas for splitting the bill amongst multiple other external companies) and all accounting related to the operations.

The product is currently spanning across 9 microservices, which communicate between themselves using REST calls and RabbitMQ messages.

The team is distributed across 2 countries, Romania and Germany, and responsabilities beside Java engineering itself also included a lot of communication between the 2 teams which helped improve team attitude and communication greatly.

Cluj

6 MAY 2019 – CURRENT – Cluj-Napoca, Romania

Software developer

Aera Technologies

Worked on Aera's own product, helping clients mainly with supply-chain and AI-driven decisions for a better company (such as cuts and investments in a specific department).

My area of work involves working on a part of the application that lets the user build a logic flow, kind of a software, without writing much code. It's a visual tool where users just drag&drop so called "nodes" such as:

- simple IF nodes that splits the flow into multiple ways
- while nodes
- interface nodes that have a DB connection behind and the user can write SQL syntax in it to perform db operations
- UI nodes that render a UI when the whole flow is run
- many others

The flow of work is we, the developers, build upon the product, while other Aera employees called "skill-builders" build the beforementioned flows, custom to each customer.

If a bug is found in production, or any question whatsoever raises during their work, the skill-developers talk to us, developers, to debug/help them however we can.

EDUCATION AND TRAINING

2008 – 2012 – Cluj-Napoca

Diploma de Bacalaureat

Liceul de Informatica "Tiberiu Popoviciu"

Principalele discipline studiate au fost Informatica si Matematica

2012 – 2015 – Cluj-Napoca

Diploma de Licenta

Universitatea Babes-Bolyai, Facultatea de Matematica si Informatica, Sectia Informatica Engleza

License thesis: Shading Algorithms in nVIDIA's CG
A 3D world built in Unity, with objects that use shaders written by me.

Some of these shaders were used to compute the ambient, diffuse or specular lighting. Others were used to normal map and texture map objects' surfaces to add an illusion of complexity of the polygons.

1 OCT 2015 – JUL 2017 – Cluj-Napoca

Diploma Master

Universitatea Babes-Bolyai - Master in Software Engineering

Dissertation thesis:

Efficiency differences between Docker containers and Virtual Machines.

A series of benchmarks to determine which technology is better in which cases.

LANGUAGE SKILLS

MOTHER TONGUE(S): Romanian

OTHER LANGUAGE(S):

English

Listening	Reading	Spoken production	Spoken interaction	Writing
C2	C1	B2	C1	C2

COMMUNICATION AND INTERPERSONAL SKILLS

Communication and interpersonal skills

Good communication skills, because of working in an Agile manner, programming in teams, etc.

JOB-RELATED SKILLS

Job-related skills

Developing web applications

DB modelling (Postgres, SQL Server)

Web frameworks (Spring, Hibernate, MVC)

Unit Testing (together with Mockito)

Able to work independently and having a high self-critique of written code

Go language basic syntax

Docker containers

Kubernetes technology over Docker

All-around UNIX commands

Communicating with clients (clarifying requirements or presenting a demo of the application to them)