

Professional profile

Passionate IT developer with solid technical expertise

A fast self-learner and results driven IT professional. Highly organised individual, whose abilities of being a good listener & efficient problem solver have yielded excellent results to date. Technology enthusiast, up to date with the latest trends and eager learner. Proficient in several programming languages with a brief experience of automatics & engineering principles. An exceptional individual who can manage stakeholders' expectations and delivers tasks ahead of the deadline.

IT/Technical skills

- | | | |
|---------------------------|------------------------|--------------------|
| ➤ C#, .net | ➤ HTML, CSS, JS, React | ➤ Unity |
| ➤ Network design/security | ➤ Microservices | ➤ WFA |
| ➤ C++, Python, Java | ➤ SQL, SQL SSMS | ➤ Entity Framework |

Career summary

Jul 2022 – Present

The Gem Cutter, Stevenage
Full stack developer

Outline

Full stack developer using .net technology.

Key responsibilities

- Develop and maintain an extensible SQL Database
- Create microservices that interact with the database as to have a reliable and fast way to check stocks
- Configuring databases such that they are able to withstand attacks and the loss of information
- Servicing and updating databases, as required
- Create interactive UI

Jun 2021 – Sep 2021

S.C. TOTAL N.S.A.SRL, Romania, Sibiu
Software and Network developer Intern

Outline

Setting up secure network routes, developing the database infrastructure and developing an application for easing the process of completing documents with regards to freight transport.

Key responsibilities

- Configuring protected network routes and manage access points
- Research NAS technology as to use older hardware as storage space and set them up in a RAID array(s)
- Developing a WFA for a faster way of filling out documents, having previously entered information saved in the database and used for auto-completing relevant fields where possible
- Communicating and setting short-term goals to achieve.

Personal Projects:

2022, Land Mapping Software Engineer

Personal project that involved developing a mobile and web application with the purpose of having the possibility to measure planar terrains and visualising data about it such as perimeter and area.

Key responsibilities

- Mapping the database and the information that will be required
- Setting up the code architecture
- Establish microservices to process the data
- Restricting data access of users
- Implementing cyber security and secure HTTPS protocol
- Creating algorithm to process the GPS location in such a way that an accurate Perimeter/Area estimation can be made

2021, .NET Web Project Team Leader

Outline

Working as a group of 4 people with the purpose of creating a functional website using .NET technology.

Key responsibilities

- Assigning tasks and objectives to be met in a set amount of time
- Researching and developing the Back-End, Database and ORM of the application
- Partial Front-End involvement
- Integrating user registration and token-based authentication for security.

2020, Unity Game Project Team Leader

Outline

Working as a group of 3 people with the purpose of creating a PC game using Unity.

Key responsibilities

- Assigning tasks, dividing responsibilities and communicating with the team as to finish before set deadlines
- Setting up the code architecture for the project
- Deciding what to include and what to not include in the project

Key achievement/projects

- Successful implementation and integration of the S.O.L.I.D. concepts
- Finishing the project 2 weeks before deadline

Education and qualifications

BEng Automatics and Applied Informatics
Technical University of Cluj-Napoca
Oct 2018 – Jul 2022

A Levels – Sibiu, Romania
Jul 2018

GCSE – Sibiu, Romania
Sep 2014 - Jul 2018