



Work Experience

GeoSMART

Undergraduate Research Assistant

- Building outreach infrastructure including a [website](#) and blog with UW researchers seeking to teach machine learning tools to geoscientists.
- Collaborating on resources for a joint machine learning + geoscience [curriculum](#).
- Regularly use JavaScript, Python, Jupyter Notebooks & Docker, among other tools. (Feb 2022 - Present)

Freelance Web Design

Customized Website Development & SEO

- Built several e-commerce and small business websites for local Seattle businesses.
- Provide recurring site maintenance and search engine optimization.
- Most sites built with Vanilla JavaScript or React.
- Examples available at todoran.dev, portfolio. (Mar 2019 - Present)

MediaNet Inc.

Junior Software Development Intern

- Lead the 6-week mobile app building project.
- Integrated with and expanded existing back-end services.
- Utilized React Native for the UI and SQL for querying the back-end relational database. (Jun - Aug 2019)

DATINA Romanian Folkloric Ensemble

Theatrical Sound Engineer & Developer

- Replaced premium music management software with an in-house solution, saving hundreds of dollars yearly for the non-profit, low budget group.
- Recorded, mixed, and synced sounds for rehearsals and performances.
- Developed and maintain an official [website](#).
- Used Python, PyInstaller, and JavaScript. (Dec 2018 - Jan 2022)

Certifications & Awards

- Washington State Seal of Biliteracy (*Spanish*)
- Certificate of Special Congressional Recognition
- College Board AP Scholar with Distinction
- Certificate of Academic Achievement
- Loom Network Solidity Curriculum Certificate
- University of Washington Dean's List

Education

University of Washington

Computer Science (BS) – Class of 2023

James A. Garfield High

General Studies (Honors) – Class of 2020

Coding Projects

Technivision

Hybrid iOS & Android Mobile App

- Collaborated with 3 peers on a mobile app which employs computer vision to analyze exercise technique and provide personalized feedback.
- Utilized React Native, TensorFlow, TypeScript. (Sept 2019 - Aug 2021)

Linguini

Chrome Extension w/ Azure & G Cloud Integration

- Created in just 24 hours for a hackathon, Linguini helps students and non-native speakers compare multiple translations concurrently.
- Worked with Microsoft and Google translation APIs.
- Built with JavaScript, HTML, and CSS. (Oct 2020 - Sept 2022)

Crates and Craters

Hybrid iOS & Android Mobile Game

- A personal passion project, Crates and Craters is a minimalist mobile puzzle game.
- Built with React Native and JavaScript. (Mar 2022 - Present)

Coursework Highlights

Web Programming, Data Structures & Parallelism, Machine Learning, Artificial Intelligence

Extracurricular Activities

- AT&T Summer Learning Academy (2021)
- UW Winter Programming Contests (2021 & 2022)
- DubHacks2020 Hackathon
- Congressional Apps Challenge (2019)

Professional References

Vladimir Grabarchuk

Lead Software Engineer
MediaNet Inc.

Andreea Isaac

Head Director
DATINA Romanian Folk Ensemble