Vass Richard

Android Developer

I don't go with the flow, unless it's a PI plan.

I'm your casual, friendly Android Developer, at work cracking code and in breaks cracking jokes. I'm a passionate developer with knowledge in mobile and TV platforms and equipped with a never-ending pursuit of improvement, both professionally and personally.

Contact information

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Website

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Other links

github.com/VassRichard

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WORK EXPERIENCE

Android Software Engineer   09/2021 – NOW

3SS (3 Screen Solutions)   full-time

• Worked on the development of an STB based entertainment project

• Collaborated closely with peers to ensure everything is up to the standards and as bugless as possible

• Improved and enhanced performance that caused delays or bottlenecks

• Polished design to pixel perfection

Android Developer   02/2021 – NOW

Creative Motion   part-time

• Spearheaded the development of a corporate carpooling application

• Implemented given requirements with own back-end API and custom design

• Participated in UI and back-end discussions to further enhance and improve general application architecture

• Managed releases and launched versions every month

Ecommerce operator   09/2020 – 09/2021

Online Business Logistics   full-time

• Translated documents in multiple languages for product manuals.

• Managed and maintained product data in stock in the WMS

• Designed banners and promotional ads for marketing campaigns

• (By own will) Developed two apps to quicken response time towards clients and to boost internal processed and communication

Analyst Helper   02/2019 – 07/2020

IPEC SA   part-time

• Maintained, troubleshooted and programmed FANUC robots

• Maintained IT hardware & setup

• Researched and developed two POC machine vision systems to improve overall product quality

• Developed a simple mobile app to boost industrial robots troubleshoot speed and a small back-end system.

EDUCATION

Master's Degree   2020–2022

"1 Decembrie 1918" Alba Iulia

Combining the useful with pleasant, my thesis was the carpooling application developed for Creative Motion. This project was particularly exciting as it allowed me to combine my technical skills with my passion for creating innovative solutions.

Through this project, I improved my skills in mobile development, gained valuable experience in integrating third-party APIs, and developed a deeper understanding of user experience design. It was a rewarding experience that solidified my commitment to creating impactful mobile solutions.

Bachelor's Degree   2017–2020

"1 Decembrie 1918" Alba Iulia

My thesis consisted of two computer vision systems.

   - Using a 3D laser camera called "IVC-3D51111" and its software "IVC Studio," I created a system in six months that analyzed greyscale images to categorize objects as broken or intact. This method, based on 2D coordinate geometry, achieved a 99% accuracy in correctly identifying the objects.

   - I developed a neural network in Python, trained on the same greyscale images. This system pre-processed the images, extracted contours, and used them for training. However, due to limited training data, this model was less efficient than the first system and had room for improvement.

LANGUAGES

Hungarian – C2

Romanian – C2

English – C2

Russian – A1