Rădoi Victor-Andrei

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About

I am a motivated software developer with over 2 years of industry experience. Throughout my career, I have worked on a variety of projects, ranging from small-scale applications to enterprise-level solutions. I am passionate about mobile development and I constantly strive to learn new technologies and keep up with the latest advancements in the field. This has led me to explore new domains such as data analytics and artificial intelligence, which I have studied and leveraged in my work. With a strong drive to learn and innovate, I am excited to take on new challenges and contribute to developing successful projects.

Education

Dublin City University   *Dublin, Ireland*

MASTER'S DEGREE IN ARTIFICIAL INTELLIGENCE   *September 2022 - June 2023*

- Core Modules: Machine Learning, Data Analytics and Data Mining, Artificial Intelligence,
  Data Management and Visualisation, Statistical Data Analysis

King's College London   *London, United Kingdom*

BACHELOR'S DEGREE IN COMPUTER SCIENCE   *September 2018 - June 2021*

- Core Modules: Object-Oriented Programming, Algorithms and Data Structures, Database
  Systems, Operating Systems, Software Engineering

Skills

Languages	Proficient in Java, Dart
	Familiar with Python, Kotlin, SQL, C++
Frameworks	Flutter, ReactJS, Spring, Flask, Firebase, Unity, Adobe XD, PyTorch
Architecture	Clean architecture, BLoC state-management, Dependency Injections, Scalability, Reusable widgets

Experience

Teamboard   *Remote*

MOBILE DEVELOPER   *January 2021 - March 2023*

- Developed an application that enables sport clubs and teams to coordinate their sporting events. Designed features such as team chat, interactive calendar and custom player profiles
- Cross-platform development using Flutter with a backend developed in NGINX, Flask, and SQL. Applied clean architecture principles and design patterns (BloC)
- Led end-to-end product development as part of a small team, engaging with clients and incorporating multiple project iterations to enhance user experience based on customer feedback.

High-Tech Systems & Software   *Bucharest, Romania*

FLUTTER DEVELOPER   *April 2022 - July 2022*

- Contributed to the development of cross platform applications using the Flutter framework. Worked on refactoring existing projects by implementing state management and architectural patterns.
- Integrated RESTful APIs and third-party libraries to ensure smooth communication with the back-end services
- Utilized version control systems (Git) to manage source code and collaborated with team members using Agile methodologies (Scrum).

Evolution Labs   *Bucharest, Romania*

SOFTWARE DEVELOPER   *June 2021 - April 2022*

- Collaborated on the development of the e-commerce application "Carturesti", the largest online bookshop in Romania.
- Created design mock-ups in AdobeXD and translated them into custom widgets, layouts and animations.
- Focused on optimizing state management and memory utilization within the application.
- Participated in the entire software development lifecycle, from requirements gathering, to app store deployment and post-launch support.

Evonomix

Software Engineer Intern

- Developed a face filter application using Unity, ARCore and ARKit. Applied Augmented Reality techniques such as marker-based AR and face tracking to overlay custom 3D models onto the user's face in real time.
- Developed a movie portfolio application with an interface for searching, viewing, and managing movie data, using a RESTful API to interact with a backend database

Projects

GestureXR

- Master thesis project consisting of a machine learning algorithm designed to recognize hand gestures in real time and facilitate freehand interaction with virtual objects
- Researching and comparing the performance of different machine learning models for dynamic hand gesture recognition.
- Python implementation using ML libraries (PyTorch, TensorFlow) and integration within a simple mobile application that enables real time testing

AirQRunner

- Undergraduate final year project consisting of an activity tracking application which makes recommendations for running routes by avoiding areas with high leveles of pollution
- Developed the backend service using Python, Flask and Firebase. Implemented a custom path finding algorithm based on A* which calculates the route cost based on 2 options: a given running distance or a destination provided by the user.
- Implemented a cross-platform Flutter application, using Figma for mock-up design and several third-party libraries for the business logic implementation (OpenStreetMaps, Google Maps Location)

RezerWith

- As part of a team of 4 developers, designed an application with the purpose of connecting small businesses within our local community with potential customers.
- Worked on both the frontend and backend of the application, applying technologies such as Flutter, Firebase and Firestore
- Implemented several UI components and features including authentication, business logic for appointment creation and custom calendars

Achievements

Licences and Certifications   Flutter Global Summit in Romania (*June 2022*)

Master Clean Architecture in Flutter (*February 2022*)

The Complete 2021 Flutter Development Bootcamp with Dart (*October 2021*)

Academic Achievements   Ranked first place in ROSEF Competition (MILSET Expo-Science) in Romania (*2017*)

Ranked top 20 at Credit Suisse Coding Challenge (*2019*)