Vlad Cuciureanu Cluj-Napoca, Romania

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WORK EXPERIENCE

Cloudflight Dec 2020 – Present

Software Engineer

Cluj-Napoca, Romania

- Developing the software for an industrial-purposed, Linux-based SBC
 - o Full-stack role on Vue and Micronaut
- Developed and extended huge SOAP app that included a multitude of interesting internal tools
 - o Learned to maintain and extend huge codebases
 - o Full-stack role on Angular and Spring

Cloudflight Sep 2020 – Oct 2020

Intern Software Engineer

Cluj-Napoca, Romania

- Developed an internal Progressive Web App with a monolithic backend
 - o Gained experience with aforementioned technologies and also: WebSockets and PWAs
 - o Full-stack role on Angular and Spring
- Developed multiple micro-services in a web app.
 - o Gained experience with: Docker, Redis, PostgreSQL and more...

ASSIST Software Aug 2017

Volunteer Software Engineer

Suceava, Romania

- Helped develop a military simulator game engine.
 - o Bound web renderer to OpenGL application (for UI menus)
 - o Learned about VCS flows and Agile frameworks

VOLUNTEERING (Open Source Software)

Code for Romania 2020 – Present

Software Engineer

Cluj-Napoca, Romania

- Community of almost 2000 volunteers who create open source digital tools for solving societal challenges.
- Contributed to multiple open-source projects, like 'De Urgenta', 'Monitorizare Vot' and 'Resources & Volunteers Management'.

EDUCATION

Babes-Bolyai University

Expected to graduate in 2022

Bachelor's Degree, Mathematics and Computer Science

Cluj-Napoca, Romania

- Programme focused on understanding the fundamental methods of designing and maintaining software systems, as well as
 grasping and manipulating basic concepts of mathematical structures.
- Courses: Data Structures and Algorithms, Databases, Computer System Architecture, Linear Algebra, Mathematical Analysis (Optimization, Topology)

SKILLS & INTERESTS

- **Skills:** Battle-tested flexibility in usage of technologies; experience with microservice architectures; comfortable with the full software development lifecycle, having worked on both greenfield and brownfield projects; proficient in Windows 95; Unix OS knowledge; detail-oriented, analytical thinking; proactive attitude
- Interests: Puns; audio/video processing; music production; graphic design; sound synthesis; analog photography