



# Adrian-Stefan Trandafir

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👤 **Github**: <https://github.com/XenoMee>

## ABOUT ME

Detail oriented and highly motivated professional, with a strong foundation in HTML5, Tailwind CSS, UX and JavaScript, ready to make any website work. Able to create Routers and User Authentication systems using PHP and MySQL. Knowledge about HTTP/HTTPS protocols and Web Clients/Servers.

The languages studied in university include Java, C#, and PHP.

I'm passionate about building modern websites that are accessible, unique and provide an exceptional user experience. I approach every project, whether personal or professional, with a drive to create a product of a high level of quality and performance.

## PROJECTS

### Space Shooter Pro

- Create game logic for player and other entities achieving desired behavior.
- Link multiple game objects through script communication ensuring null-checking.
- Engineer intricate spawning system with multiple routines for enhanced gameplay dynamics.
- Design intuitive UI featuring a robust lives system and seamless game over progression.
- Develop a user-friendly Main Menu system, integrating New Game, Leaderboard, Settings, and Exit functionalities.
- Implement secure Login System via **Microsoft Azure PlayFab** database, enhancing user engagement.
- Create an impactful Leaderboard menu showcasing top 10 players' highest scores for competitive motivation.
- Maximise revenue potential with strategic monetization using **Unity Ads** enhancing user experience through rewarded and skippable ads.

**Link**: <https://xenomee.github.io/Space-Shooter-Game/>

### Build Your PC

**"Adrian has launched a cutting-edge PC builder app. This innovative tool simplifies the process of customizing and assembling your dream PC, ensuring a seamless selection and purchasing experience. A must-try for both tech enthusiasts and novices alike. Explore this creation and experience the future of PC building" - Scrimba**

- Develop a **Progressive Web App (PWA)**
- Add 'Create' new item by component type and name feature
- Add 'Delete' item feature
- Improve UX by restricting the user to submit empty items
- Set constraints for user to not be able to submit negative or 0 quantity of a component item

**Link**: <https://xenomee.github.io/Build-Your-PC-App/>

## StrongPass Generator

A Password Generator App that uses a password length and different characters set by the user in order to generate a random password. Dark Mode toggle button available.

- Condition the user to set a password of minimum 8 characters for better security
- Develop dark mode feature that also persists on browser reload enhancing UX
- Synchronize the password number and range inputs
- Create types of characters options for the user to generate the password
- Create 'Copy to Clipboard' feature to provide a better UX

Link: <https://xenomee.github.io/Password-Generator/>

## GameStation

**"Adrian has exceeded all expectations and pushed beyond the usual boundaries with his latest creation. He introduces us to 'GameStation'— an app ingeniously designed for enthusiasts eager to share their PC setups. This project not only showcases Adrian's exceptional ability to think outside the box but also marks a significant leap in creative application development. 'GameStation' is a testament to Adrian's dedication and innovative spirit."** - Scrimba

- Create 'Like' feature for available posts
- Dynamically generated posts on page load

Link: <https://xenomee.github.io/GameStation/>

## WORK EXPERIENCE

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[ 13/03/2021 – 15/09/2023 ]

### Quality Control Tester

#### *Ubisoft Romania*

**City:** Bucharest

**Country:** Romania

**Project: The Crew 2 | Platform: Google Stadia**

- Achieved a perfect 100% rating in Validity Rate, demonstrating outstanding Submission Response times of approximately 0.5 seconds while managing a volume of 68 bugs.
- Developed and executed test plans and test cases to validate the title functionality and performance, contributing to the overall enhancement of the product.
- Attained a perfect 100% rating in 360-degree feedback evaluations, receiving the highest recognition among the testing team.
- Managed and monitored the progression of 2 tasks, tracking the entire process, from test executions to final report, resulting in the identification and documentation of a cumulative total of 20 defects.

**Project: The Crew Motorfest | Platform: Xbox One**

- Attained a 96% issue validation rate through recognition of game direction and design elements.
- Led a 10-member team, promptly and accurately reviewing the product cinematics resulting in the identification of 126 bugs, including 24 attributed to me, ranking as the highest contributor.
- Reached the leading position within the team and secured the 4th rank among all Bucharest testers.

- Earned top score for Team Collaboration by consistently facilitating information exchange with both the team and development testers to resolve game-related issues.
- Directed cross-functional collaboration initiatives, effectively bridging communication gaps between developers and testers, resulting in a 50% decrease in pre-release defects.

## CERTIFICATIONS

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### Learn Responsive Web Design

Link: <https://scrimba.com/certificate/uKzdm9sL/gresponsive>

### Jira Apprentice Certification

### CCNAv7: Introduction to Networks

## EDUCATION AND TRAINING

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[ 01/2024 – Current ]

### The Frontend Developer Career Path

**Scrimba** <https://scrimba.com/>

**City:** Bucharest

**Country:** Romania

**Field(s) of study:** Information and Communication Technologies: *Computer use*

[ 10/2020 – 07/2022 ]

### Master's Degree

**Romanian-American University**

**City:** Bucharest

**Country:** Romania

**Field(s) of study:** Information and Communication Technologies

**Thesis:** Designing and Developing a 2D game using Unity

[ 10/2017 – 07/2020 ]

### Bachelor's Degree

**Romanian-American University**

**City:** Bucharest

**Country:** Romania

**Field(s) of study:** Information and Communication Technologies

**Thesis:** Designing and Developing an E-commerce website for hardware and software components