



# Adrian-Stefan Trandafir

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

**Gender**: Male **Date of birth**: 09/05/1998 **Nationality**: Romanian

## ABOUT ME

Detail oriented and highly motivated professional, with a strong foundation in HTML5, Tailwind CSS, and JavaScript, ready to make any website work.

I'm passionate about building modern websites that are accessible, unique and provide an exceptional user experience. I'm deeply committed of staying up to date to industry trends and following best practices, always prepared for the next challenge.

I approach every project, whether personal or professional, with a drive to create a fully functional and good looking product of a high level of quality and performance.

## PROJECTS

[ 01/2021 – 06/2022 ] **Space Shooter Pro**

A 2D Space Shooter game made in Unity for my Master's Degree. During the process of building the game, I've learned how to:

- 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/>

[ 26/02/2024 –  
01/03/2024 ]

## **Build Your PC**

"Adrian has launched a cutting-edge PC builder app that merges the functionality of the 'Add to Cart' app with advanced features inspired by the 'We are Champions' project! 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 Adrian's creation and experience the future of PC building" - Scrimba

**Disclaimer: The "Write" privileges on the database are set to false so others can't modify the existing data!**

Features:

- The app is a Progressive Web App (PWA)
- The user can create an item with their component type and name
- The user can delete one of their items
- The user cannot submit empty items
- The user cannot submit negative or 0 quantity of a component item

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

[ 20/01/2024 –  
25/01/2024 ]

## **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. Has also Dark Mode toggle button.

Features:

- The user cannot generate a password less than 8 characters
- The user can switch between dark mode and light mode
- The user preferred color scheme persists on page load by using LocalStorage
- The password's length number and range inputs are in sync
- The user can check which characters the password should include
- The user can copy the generated password to clipboard

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

[ 05/03/2024 –  
13/03/2024 ]

## **GameStation**

I created an app that clones the Instagram feed but its focus is around people who love sharing their rig/PC. The platform is called GameStation and displays a list of posts from random users.

Features:

- The user can like the post by clicking on the post image
- The user can like the post by clicking on the heart button
- The posts are dynamically generated on page load

- The post likes increase and decrease based on user interaction

**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

Achievements:

- Achieved a perfect 100% rating in Validity Rate, demonstrating swift Submission Response times of approximately 0 seconds while managing a volume of 68 bugs.
- Delegated tasks to team members, ensuring punctual and outstanding completion.
- 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

Achievements:

- Attained a 96% issue validation rate through recognition of game direction and design elements.
- Led a 10-member team, promptly and accurately reviewing game 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.
- Coordinated the Close Beta testing phase by proactively engaging with the PUNE Studio, ensuring seamless content testing collaboration.
- Generated comprehensive testing documentation for both PC and Closed Beta content, significantly expediting comprehension of game intricacies and processes.

## 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

## CERTIFICATIONS

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[ 01/2024 – 01/2024 ]

### Learn Responsive Web Design

Throughout the course I've build 3 different websites and gathered the following skills:

- Relative units
- Flexbox
- Grid
- Mobile First Approach
- Media Queries

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

[ 09/2022 – 10/2022 ]

### Jira Apprentice Certification

[ 10/2022 – 03/2023 ]

### CCNAv7: Introduction to Networks

[ 09/2023 – 10/2023 ]

### Learning How To Learn: Powerful Mental tools to Help You Master Tough Subjects

**Link:** <https://www.coursera.org/account/accomplishments/certificate/AQ5J54UALJZ7>

## LANGUAGE SKILLS

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**Mother tongue(s):** Romanian

**Other language(s):**

**English**

**LISTENING C1 READING C1 WRITING C1**

**SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1**

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*