



ALEX VASILIU

IOS SOFTWARE ARCHITECT

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Bucharest

PROFILE



Hei, I'm Alex, a passionate iOS software architect and technical consultant based in Bucharest. When I'm not programming, I like to read, hike, play video games, watch old movies or take my husky on long walks.

PORTOLIO

<https://github.com/alex-vasiliu/iOS-PORTFOLIO>

EXPERIENCE

MOBILE IOS SOLUTIONS

iOS Software Architect &
Owner

Sep 2022 - Present

Cultivated a wide array of partnerships with diverse companies, assisting in delivering and releasing their products. Took charge of complete project lifecycles, from conceptualization to fruition, guaranteeing the roll-out of premium and market-competitive solutions. Facilitated the development and implementation of robust strategies tailored for each client's unique needs. Collaborated closely with client teams to establish product roadmaps, reliably achieving significant milestones and surpassing performance targets. Provided comprehensive services, from technical consultancy, system architecture recommendations to performance optimization techniques. Integrated various automation tools to expedite product development processes.

Jan 2021 - Sep 2022

Member of a continuously growing team, I worked on developing two multi-platform solutions for onboarding new customers, allowing them to purchase products and manage their accounts. After a successful UAT, the client decided to expand the product with a brand-new area and multiple features which resulted in team doubling its size. Responsible for onboarding new colleagues and application quality, I lead the implementation of the mobile solution, tweaked processes to increase efficiency and performance, worked on features like authentication, charts, animations, analytics, integrated automation tools and many others.

Jun 2020 - Dec 2020

Joined the development team of a product that was on AppStore for one year. Made recommendations regarding architecture and development techniques and lead the implementation of both. Analyzed, reviewed, documented and communicated business needs and requirements. Provided technical leadership, mentorship and trained the other developers. Separated the project's goal into several smaller solvable problems, distributed the tasks to the team and supervised their work. Developed two features and six new games, improved application performance and bug fixing.

QUALITANCE

iOS Software Architect

GAMEFORM

iOS Software Architect &
Game Developer
freelancer

Jan 2020 – Dec 2020

SOFTIA

iOS Software Developer

Collaborated with a cross functional team to define and design two MVP products. Lead the integration of the architecture, backend tools (such as APIs and Push Notifications) and features like document libraries, calendar, news feed. The chat as the rest of the application had a high degree of security since we worked with sensitive and national data. Responsible for code quality, code review and providing prototypes and proofs of concepts. Analyzed and optimized UI and API for efficiency and performance.

Oct 2019 – Mar 2020

LOGISCOOL

Programming Trainer

Programming Trainer for two groups of high-school students. Liaised with managers to determine training needs and schedule training sessions. Prepared education materials (such as module summaries, videos) and conducted seminars and individual training session. Monitored students' performance and response to training and conducted evaluations to identify areas of improvement. Kept attendance and other records.

Oct 2016 – Dec 2019

LAST GEAR PUBLISHING

iOS Game & Software
Developer

Produced eight gameplay ideas that were afterwards shaped into games. Engaged in the full cycle of game development (requirements gathering, designing, building, testing and maintenance). Generated scripts and storyboards, animated characters and objects. Contributed to the audio features and design, which was later translated into code. Understood and took advantage of the best technical solution for each game in particular. Helped colleagues at building and improving internal libraries for four applications. Fixed bugs, analyzed and optimized UI and UX.

Jun 2016 – Sep 2016

CUSTOMSOFT

iOS Software Developer

Started my journey in the iOS development field. Worked on an eCommerce application where I populated views from the API response data and contributed with improvements to an existing feature.

Feb 2015 – Nov 2015

GAMELOFT

C++ Software Developer

Member in a team of four responsible for bringing new functionalities to a shared library and support its implementation into different games. Identified bottlenecks, bugs and devised solutions to these problems.

EDUCATION

2013 – 2017

UNIVERSITY POLITEHNICA
OF BUCHAREST

Bachelor of Science Degree in Robotics, Automatic Control of Industrial Machines and Computer Science at Faculty of Automatic Control and Computers