


## PERSONAL INFORMATION

Alexandru – Gabriel Vasiliu



 Bucharest, Romania

 0753 764 690

 alexg.vasiliu@gmail.com

 alex-vasiliu

**Date of birth** 26.04.1994

**Nationality** romanian

## Engineer in Robotics, Automatic Control of Industrial Machines and Computer Science

## WORK EXPERIENCE

january 2020 – present

iOS Software Engineer – Softia

### Activities and responsibilities

- design and build advanced applications for the iOS platform
- collaborate with cross-functional teams to define, design, and ship new features
- ensure performance and quality of the application
- integrate backend tools such as cloud, API and push notifications as well as encryption tools to safeguard content
- perform checks on correct functionality of the application
- continuously discover, evaluate, and implement new technologies to maximize development efficiency
- responsible for maintaining code quality, organization and automation
- analyze and optimize UI and back-end application code for efficiency and performance

december 2019 -  
october 2017

iOS Game Engineer – LastGear Publishing

### Activities and responsibilities

- construct the base/engine on which the game will run & iOS libraries that can be shared across applications
- produce prototypes of gameplay ideas and features
- develop schedules and determine milestones
- generate game scripts and storyboards; animate characters and objects
- contribute to the design and audio features of the game
- conduct code reviews to ensure compliance with quality standards
- quickly translate design (Adobe Illustrator, Photoshop, Slack, PNG) in to working iOS code
- understand and take advantage of the most effective developments in the mobile space
- engage in the full lifecycle of software development (requirements gathering, designing, building, testing, and maintenance)

- communicate tasking estimation and progress regularly to a project manager and/or through appropriate tools
- collaborate with designers, quality assurance testers, project managers, product managers, and project sponsors

october 2016 – present    iOS Software Developer – LastGear Publishing

june – september 2016    iOS Software Developer - Customsoft

#### Activities and responsibilities

- design and build advanced applications for the iOS platform
- collaborate with cross-functional teams to define, design, and ship new features.
- work on bug fixing and improving application performance
- continuously discover, evaluate, and implement new technologies to maximize development efficiency
- analyze and optimize UI and back-end application code for efficiency and performance

february – november 2015    C/C++ Library Developer - Gameloft

#### Activities and responsibilities

- read and interpret pre-existing code
- develop code to extend existing shared libraries
- support the implementation of the shared libraries in games
- profile and optimize software components
- write, update and maintain computer programs (e.g. a distributed image processing system) or software packages to handle specific jobs such as tracking inventor, storing or retrieving data or controlling other equipment

3 months - 2014    Quality Assurance – Electronic Arts

#### Activities and responsibilities

- preventing mistakes or defects in manufactured products
- white box, black box, regression testing
- bug audit, test plan
- time tracking, device allocation, handset procurement

## EDUCATION AND TRAINING

2013-2017    Bachelor of Science Degree in Robotics, Automatic Control of Industrial Machines and Computer Science at Politehnica University of Bucharest

2009-2013    Baccalaureate diploma in Mathematics and Computer Science at 'Grigore Moisil' Onesti National College

## PERSONAL SKILLS

Mother tongue(s)    Romanian

Other language(s)	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C1	C1	C1
	Cambridge ESOL Level 2 Certificate in ESOL International				
French	B1	B2	B1	B2	B1

## Computer skills

- Swift , Objective – C, Xcode
- OOP and OOD in C / C++
- Boost C++ libraries
- C# and Unity, Visual Studio
- SQL & MySQL
- Java, Eclipse
- Python
- Qt, Oracle
- Arduino, Raspberry Pi
- Matlab, AutoCAD, Maya
- Sketch, Figma
- Slack
- the Microsoft Office collection (Word, Excel, Access, Outlook, ..)
- the Adobe collection (Photoshop, Illustrator, XD, After Effects)
- the Xilisoft collection (video editing), Sony Vegas Pro, iMovie
- ticket system, Asana, Jira, Hansoft
- Github, Gitlab, Sourcetree, Tortoise SVN
- Windows, Linux , OS X

## PROJECTS

### Solo Developed

- [Squares](#)
- [Shapes](#)
- [Inno's Adventures](#)
- [Moonbear Smash](#)
- [Baseball Run](#)
- [Tricky Disk](#)
- Circle Rush
- Hell's Kitchen

### Contributed

- [DriveMag](#)
- [AllDelicious](#) & [SoDelicious](#)
- Tubidy / Tubify
- AdBlock & Parental Control Pro
- Evomag
- [Need For Speed No Limits](#)

ANNEXES

---

- copy of European Computer Driving License
- copy of Cambridge ESOL Level 2 Certificate in ESOL International
- copy of Oracle Database Programming with SQL