



ALEX VASILIU

IOS DEVELOPER

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Bucharest

PROFILE



Hei, I'm Alex, a passionate iOS developer 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/avasiliu-ro/iOS-PORTFOLIO>

EXPERIENCE

GAMEFORM

iOS Software Architect &
Game Developer
freelancer

Jun 2020 - Present

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.

SOFTIA

iOS Software Developer

Jan 2020 - Present

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.

LOGISCOOL

Programming Trainer

Oct 2019 - Mar 2020

Programming Trainer for two groups of high-school students. Liaised with managers to determine training needs and schedule training sessions. Prepared educational materials (such as module summaries, videos) and conducted seminars and individual training sessions. 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.

Mar 2014 - May 2014

ELECTRONIC ARTS
Quality Assurance

Gained an international QA certificate after a one-month training. Discovered and documented mistakes or defects through white box, black box or regression testing. Device allocation, handset procurement.

EDUCATION

**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

SKILLS

Swift, Xcode, Figma, Postman, Docker, Jira, Github, Agile

Objective-C, OOP and OOD in C/C++, Boost C++ libraries, C#, Unity, Visual Studio, Java, Eclipse, Python, Qt, Oracle, Arduino, Raspberry Pi, Matlab, AutoCAD, Maya, Sketch, Adobe Photoshop, Illustrator, After Effects, XD, Asana, Hansoft, Gitlab, SourceTree, Linux