AlexTECPlayz

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Short description

Non-Binary, Transfemme and Bi, I'm inquisitive, creative, and seem to thrive in social situations such as customer-facing roles, I'm friendly, open, and treat everyone with the same level of respect and understanding.

I'm generally looking for customer-facing roles such as helpdesk, customer service (via e-mails, chats, conversations, or, if needed, over the phone), frontend web development (using pure HTML, CSS, not using frameworks such as React or Angular), or translation work to and from Romanian.

Skills and competencies	Language skills
- Software development in HTML, CSS, JS, C++, and C# - Game development in C++ and C# (incl. visual development languages such as Blueprint in Unreal Engine), using Unreal Engine 4, 5, and Godot 4 - Data entry and data processing using the Microsoft Office suite (mainly Excel and Word) and the LibreOffice suite (mainly Calc and Writer) - Data verification and validation - Attention to detail - Teamwork - Effective communication - High degree of adaptability and learning - Problem-solving - Data-driven and rational (fact-based) decision-making - Proficiency in using Windows (98-11), Android (4-16), and Linux (Ubuntu 20+, Debian 11+) operating systems	**English:** Fluent (bilingual) **Romanian:** Fluent (native) **French:** Intermediate **Spanish:** Intermediate

Professional experience

May-June 2024 — Data Operator (Contract-based) — Gherla Municipal Hospital

Gherla — IT Software, Health — Contract-based pay, approx. 3000 RON / €600 / $685 (net pay) total

I worked as a contractor for approximately one month for the Gherla Municipal Hospital, "Analysis Laboratory" section, for the preparations of the annual RENAR (National Romanian Accreditation Association[1]) inspection.

I entered data such as the results of the laboratory analyses in Excel and Word, using the hospital's defined standards for drafting. Furthermore, I helped to help rewrite and reorganize the General Management System used to achieve RENAR standards, as well as drafting changes during the inspection.

This activity required my full attention to ensure that I did not enter invalid or non-compliant results. It also included 'regular office work', which included printing papers with the requested changes, printing entire standards dossiers, receiving, inspecting, and entering information from product sheets related to laboratory equipment and consumables, laboratory centrifuge results, and similar laboratory devices.

February-June 2025 — Customer Information Officer - Fan Courier Cluj-Napoca

Cluj-Napoca — Dispatch Department (February 3-May 26) — Full-time (8-10 hours), 2800RON / €558 / $640 (net pay) salary per month

The activity consisted of using 3 main programs — Microsoft Excel, and two internal programs, one used for entering pickup orders, sending/placing (changing each order's status) them to the couriers' PDAs, changing statuses, checking the pickup address, etc.; and a program for checking expeditions' statuses in the warehouse (e.g., which zone of the local warehouse, shelf), as well as generating Excel and in-program reports on statuses of courier shipments, and the streets they operate on, daily, calling or responding to courier phone calls regarding certain expeditions (e.g., if the order was picked up by another courier, if the order was cancelled, if the order was re-directed to be picked up from a different address).

The activity also consisted of checking department emails, creating daily pickup orders from companies or home pickup orders, complaints, and questions / statuses of shipments. It also included taking phone calls intended to place home pickup orders, both from individuals and companies.

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1 (Necessary context): RENAR's main activity is aimed at the accreditation of human analysis laboratories on the ISO 15189/2013 standard, which is a mandatory condition for the entry of a human analysis laboratory in the public health insurance system. It's a unique obligation in Europe.

The working hours were between 8 AM and 5 PM, with regular shifts that lasted up to 6 PM to ensure that all orders were picked up by couriers.

Cluj-Napoca — Customer Reception Department (May 27-Present)
Following an internal restructuring of departments under recently-changed leadership, I was moved to the customer reception department. Here, I have direct contact with the customers, creating shipments to other FAN offices and addresses within the country, as well as in other countries.

Furthermore, it includes checking the status of packages by tracking AWB numbers using the previously-mentioned internal program that was used for checking expeditions' statuses in the warehouse; handing over packages and collecting transportation or remuneration by cash or card; as well as handling customer disputes regarding orders being automatically sent to FANboxes by certain expediter companies, complaints, and other procedures.

The working hours are from 9 AM to 5 PM or from 11 AM to 7:20 PM.

Other notable work
- Working on an internal hard fork of the open-source game engine Godot 4 named `Sapphire` since February 2025, after abandoning my original from-the-ground-up C++-based game engine (also named Sapphire) due to time constraints following my recent employment at Fan Courier
- Working on a top-down, 2D pixel art prison management game, PRISONIA in Sapphire, previously developed in Unreal Engine 4 / 5
- Continuously working on my blog, both on writing content such as posts and developing it using HTML, CSS, JS, Markdown, and Ruby (using Jekyll as the static site generator using custom-written plugins), and websites such as my studio's site, Vanta Interactive, its Docs, Status, and Legal sites, and generally exploring existing and the latest web technology related to HTML, CSS, and JS.
- Created multiple tutorial-style videos in Unreal Engine 5 on my YouTube channel, notably a video on Unreal Engine 5.3's beta MassAI and a tutorial and time-lapse regarding porting Source Engine maps into Unreal Engine.
- Honing my voxel art skills via showcase projects such as Project Anubis, Frosted Planet, and other miscellaneous projects or work
- Fully translated into Romanian notable FOSS projects such as Moshido and Megalodon (two Mastodon clients for Android), OpenTracks, and Boorusama
- Contributed significantly to translation into Romanian on notable FOSS projects such as Bluesky (in collaboration with another translator, Claudiu Cristea), Penpot (an open-source, self-hostable alternative to Figma), OrganicMaps (an open-source Google Maps alternative), and Minetest / Luanti (an open-source Minecraft alternative).

Certifications

Unreal Engine 4 Class: Blueprints (Udemy)

earned in January 2024

Course link: https://www.udemy.com/course/unreal-engine-4-blueprints/

Course certificate: https://ude.my/UC-ccc1092b-832d-4b55-aeed-3e42aa4e498d

IC3 Certification – Global Standard 5

earned in May 2023

IC3 Computing Fundamentals - Global Standard 5

IC3 Key Applications - Global Standard 5

IC3 Living Online - Global Standard 5

Credly profile: https://www.credly.com/users/alextecplayz

Education

2019-2023 — "Eugen Pora" Theoretical High School, Cluj-Napoca (class IX-XII)

Social sciences, bilingual Spanish

Hobbies

- Exploring personal areas of interest such as human psychology, philosophy, logic, politics (local and global), geography, science (primarily astronomy), medicine (human hormonal processes), and neurology (human neurological development)

- Programming and honing existing skills

- Continuing development of personal projects previously mentioned, such as Sapphire, PRISONIA, and my website projects for my personal brand (AlexTECPlayz) and "professional" brand (Vanta Interactive).