



Ana Maria Nitu

Ambitious, creative, hard-working, and eager to learn and grow as a Software Engineer, currently being a student, with experience in Web Development and Mobile Application. Throughout different projects, I have gained strong attention to detail and I became resilient in stressful situations, which made me a more mature and powerful team member. I am an enthusiastic, problem-solving person, quickly learning and mastering new technologies. Consistently recognized as a hands-on and skilled leader, I enjoy working collaboratively, as well as using my initiative, running with projects independently.



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SKILLS

HTML

CSS

C#

Python

React

Java

MySQL

Jira

GitLab

C++

Microsoft Office

Angular

JavaScript

LANGUAGES

English

Full Professional Proficiency

Romanian

Native or Bilingual Proficiency

Spanish

Limited Working Proficiency

INTERESTS

TENNIS

YOGA

VOLUNTEERING

TRAVELLING

PAINTING

EDUCATION

Information & Communication Technology & Software Engineering Fontys University of Applied Sciences

08/2020 - Present

Eindhoven, The Netherlands

Mathematics & Informatics Specialization "Gheorghe Lazăr" National College

09/2016 - 06/2020

Bucharest, Romania

PERSONAL PROJECTS

Floriade 2022 Carbon Footprint App (02/2022 - Present)

- AR mobile application using React Native for Floriade 2022 Expo emphasizing the impact of the Dutch Carbon Footprint in the last year

Ivanti Marketplace (10/2021 - 01/2022)

- Created a full-stack web application for Ivanti using Angular, Java SpringBoot and MongoDB. On the website, the users can download packages, and also have the possibility to become content creators by uploading packages
- Achieved an elegant, practical, and engaging design, organized and secure backend and database architecture, as well as unit and integration testing

EstateLand (09/2021 - 01/2022)

- An individual project, full-stack web application using ReactJS, Java SpringBoot, and MySQL. The project consists of a complex real estate agency, with both user and administrator interfaces. Aside from the exquisite design, the focus was on security, using JWT Tokens, and code maintainability and viability.

Python Projects (11/2020 - 06/2021)

- Snake Game, Hangman, Blackjack Card Game, The Pong Game, Turtle Crossing Game, Quiz Game
- Automated Birthday Wisher, Password Keeper
- Learning Languages Flashcard Game, US States Learning Game, Pomodoro Timing

Mindfool - Portfolio Website (07/2021)

- Entirely designed and developed a portfolio website for a psychology Master's student who creates psycho-educational content over several social media platforms

Media Bazaar Application (02/2021 - 06/2021)

- Build a complex C# desktop application for managing employees and products. In addition, we automated the scheduling process for shifts, based on the employee's preferences, created multiple key statistics for each managing role, and built another QR code-based application for the registered employees to check-in for shifts

Plantastic Website (02/2021 - 06/2021)

- An environmental sustainability project, alongside a webshop where the user can order everything needed for creating their own green garden. The technologies used for the project were HTML, CSS, JavaScript, PHP, MySQL

Student Accommodation Application (12/2020 - 01/2021)

- The project aims at developing a software solution using C# for students living in a shared household

CERTIFICATES

ECDL (European Computer Driving Licence)

CAE (Cambridge Advanced English)

Computer Science Certificate

A high school exam which implies using databases and Oracle Apex