# ANDREI POPA

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#### **TECHNICAL SKILLS**

- · Proficient: JavaScript, C#, Node.js, Express, React, MongoDB, SCSS/CSS3, Git, Docker, Jenkins.
- Exposure: Java, Python, AWS, PostgreSQL, RabbitMQ.

#### **EMPLOYMENT**

### **Full Stack Developer**

#### Focus on the Family

Dec. 2016 - Sept. 2019

- Implemented user interfaces using HTML5, SCSS/CSS3, JavaScript.
- Developed REST APIs, services with C#/.NET.
- · Led the development and on-schedule delivery of a new, componetized web product.
- · Identified slow homepage and improved page load by 70% by implementing lazy-loading.
- Architected and implemented a solution for more automatized code deployments using Jenkins and PowerShell.
- Wrote unit and integration tests to ensure code quality and fast deployments using xUnit.
- Created a proof of concept app using React-Native (a React framework) that includes user authentication, a podcast player and state management using Redux.
- Saved 200 hours of manual processing by developing an XML to CSV conversion tool.
- · Developed software using Agile methodologies (a combination of Kanban and Scrum best practices).

### Web Developer

### **Cedarville University**

August 2015 - May 2016

• Gained the ability to translate stakeholder requests into software solutions by maintaining the school's website and web app using HTML5, CSS3 and JavaScript.

### **Computer Science Lab Aide**

### **Cedarville University**

March 2015 - May 2016

Developed strong debugging skills by helping underclassmen with programming assignments.

#### Software Developer, Intern

#### **LightSys Technology Services**

**Spring 2015** 

 Cultivated strong teamwork skills by developing a customizer for a widget using JavaScript, PHP, HTML and CSS3 on a team of 3 programmers.

#### **TECHNICAL EXPERIENCE**

## **Projects**

- **MENTOR.ME** (2020). Built a real-time scheduling web app using the MERN (MongoDB, ExpressJS, React, Node.js) stack and Socket.IO.
- **BatComm** (2015 2016). Developed an Android App that enables users to send data over 4 communication mediums (video, audio, still image, text). Avoided the "callback hell" by leveraging observable streams through ReactiveX.

#### **EDUCATION**

M.S. in Computer Science

**Georgia Institute Of Technology** 

2020 - Present

**B.S.** in Computer Science

**Cedarville University** 

**Graduated 2016**