

# Adrian-Petru Bleoju

## Junior Software Engineer

Junior Software Engineer with a solid technical foundation (C/C++, JavaScript, Python) and real industry experience building production UIs using React, Angular and TailwindCSS. Also experienced in backend (Node.js, MySQL) and mobile development (Flutter), with a strong focus on clean architecture and maintainable, user-friendly code.

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### Skills

**Languages:** C/C++, Python, Java, JavaScript, SQL, Dart, PHP

**Frameworks & Tools:** Next.js, Flutter, React, Angular, Node.js, TailwindCSS, Bootstrap5

**Databases:** MySQL, Firebase Firestore, Supabase, Oracle SQL & PL/SQL

**Other:** REST APIs, Git, Algorithms, ML fundamentals

### Work Experience

#### Creative Tim - Web Developer

2022 - 2023

Bucharest, RO

- Converted Bootstrap-based dashboards into modern Tailwind CSS layouts, improving UI consistency and reducing stylesheet size.
- Implemented reusable Tailwind CSS components based on Figma designs, ensuring pixel-perfect layouts and responsive behavior.
- Optimized dashboard layouts for performance and accessibility, improving load times and overall user experience.

#### Loopple - Web Developer

2023 - 2023

Bucharest, RO

- Converted Figma component libraries into reusable Tailwind CSS blocks fully compatible with Loopple's drag-and-drop builder.
- Implemented responsive and accessible Tailwind components used in the builder's real-time preview, improving visual consistency across layouts.
- Refined component structure and styling to ensure reliable rendering and reduce layout issues inside the builder interface.

## Projects

### Forking Food (Flutter)

- Developed a mobile recipe-swiping app using Flutter and Firebase, featuring user authentication, real-time data updates, and custom recommendation mechanics.
- Implemented responsive UI, image processing, and clean architecture principles.

### ReT – Resource Recommender Tool (Node.js)

- Developed a full-stack web app using Node.js (MVC), MySQL, and vanilla JS for dynamic UI interactions.
- Implemented authentication, RSS feed parsing, likes system, user-generated resources, and exportable personalized feeds.

### TicTacToe AI (Flutter)

- Built a mobile TicTacToe game in Flutter with multiple AI difficulty levels using custom decision logic.
- Implemented responsive layout, local state management, and smooth game interactions.

### Battleships CLI (Python)

- Built a command-line Battleships game in Python using OOP and simple AI move-generation.
- Focused on clean modular structure and error-handled game logic.

### Backgammon CLI (Java)

- Implemented core Backgammon mechanics in a Java console app using OOP and custom game state handling.
- Designed move validation, dice simulation, and win-condition logic.

### Pheasant CLI (C/C++)

- Developed a simple client-server game in C/C++ using sockets, with real-time communication between server and multiple clients.
- Implemented game flow, message protocols, and basic concurrency handling.

## Education

**Alexandru Ioan Cuza University** – Bachelor of Science, Computer Science  
Iasi, IASI

**Colegiul National "Octavian Goga"** – High School Diploma,  
Mathematics and Informatics  
Miercurea Ciuc, HR