

PERSONAL DETAILS

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Location: Cluj-Napoca, Romania
Languages: Romanian (native), English (CAE)
CV version: 2.2

HIGHLIGHTED APPLIED TECHNICAL SKILLS

Operating Systems: Linux, Windows (10)
Programming Languages: **Java**, Javascript, Android, Angular
Technologies: **Springboot**, Spring Framework, Spring modules, maven, gradle, Postman, Swagger, Wiremock, Websocket, OAuth 2.0, Google Maps API, Elastic Stack, Awareness and code review of automation(surefire reports/Allure, JGiven, BDD, Pact Testing, Performance JMeter), gatsby(React)
Development Environments: **IntelliJ IDEA**, Sql Server Management, Postgres, Jenkins, Sonar, Consul, Docker, Kubernetes, Openshift, Openstack, Android Studio, Eclipse, porkbun, netlify

WORK EXPERIENCE

Java Software Developer

Endava

May 2016 - Present
Cluj-Napoca

In this period of time I was allocated on two big e-commerce projects that handle payments. The main technologies used were spring boot, spring modules, continuous delivery pipelines(jenkins, sonarqube, cloud deployment of a container like openstack/openshift, automation tests runned against the container).

By working on payments projects I gained a large knowledge technical and business wise. Being in context with multiple payment protocols best practices and various business requirements, for example the 3ds version 2, multiple payments methods implementation, recurring transactions, APMs(Alternativa payment methods).

Also, I gained experience on how products can be delivered in a continuous way as a team and how teams synchronize to deliver a bigger functionality.

In the meantime, I worked on some side-projects that were for various clients.

A bigger client of mine needed old business flow and migrated to new spring-boot microservices. Also, he required an invoice system that could speed-up the billing process. These were delivered and they are used in production.

Employee Projects

2020 March - Present eCommerce Payments Project

The project comes in contact with a system that has microservices as software architecture.

This is a eCommerce payment system project that was initially a big monolithic application and now a part of the system functionality is migrating to a microservices oriented architecture.

As a team we were delivering a microservice in this quarter and different functionalities on some other existing microservices. (Functional and non-functional requirements)

Project Scope

- Add payment business value constantly by implementing product owners stories and improve codebase by creating different technical stories and implementing it.
- Add a functionality to the system so that future clients can be registered in a more systematic/automatic way.
- Add technical value for different microservices by lowering the number of calls between some services and increasing the cloud functionality.
- Add probes support for some existing microservices.
- Add cache support for some microservices and schedule a job on an existing microservice.

Development Context

- Project Delivery based on Agile Release Train, Team size: 8
- The account has 22 development teams, but they are separated on different value streams. In this quarter we delivered a larger product in a 7 scrum teams context.

Technical Skills and Tools

- Java8 - Java11
- JUnit4 and JUnit 5
- Spring Framework
- Cassandra
- Embedded Cassandra container
- Maven
- Git
- Jenkins
- Sonar
- Openshift
- Kubernetes
- Kubernetes Probes
- Postman
- Wiremock
- Swagger
- Pact testing
- TDD

**Tasks /
Experience /
Achievements:**

- Project reached production and is being used for real-time transaction processing and boarding
- Provide technical support for other team members and help to shape development direction by code reviews and knowledge transfer sessions.
- Help breaking the team feature/epic into smaller chunks of work(user stories for both developer-tester)
- Align with the other 7 teams that are working on the common feature.
- Align with all 22 teams that are working on the account.
- Design high level technical document for the new scope of the team
- Coaching new members by peer programming and knowledge sharing sessions
- Give support for the tasks that are getting in a blocker state
- Sometimes hold demos on some more technical stories.
- Usually the business tasks required interaction with some services/simulators. (Analysis, development, code testing, code review, support for QA and other members of the team)
- Improvements for some components by adding cache support
- Improvements for some components by adding cache support
- Help create a Pact testing module for our team microservice.

2017 - March 2020 eCommerce Payments Project

The project comes in contact with a system that uses microservices as software architecture.

Project Scope

- Add payment business value constantly by implementing product owners stories. Implementing and maintaining services used to communicate with third parties and improve codebase by creating different technical stories and implementing it.

**Development
Context**

- Agile Project Delivery based on Scrum, Team size: 8, interaction with multiple scrum teams and team members from the client. (More than 10 teams)

**Technical Skills
and Tools**

- Java8 - Java6(on some specific microservices)
- MSSQL
- Spring Framework
- Maven
- Git
- Jenkins
- Sonar
- Openstack
- Consul
- Vault
- Postman
- Wiremock
- Swagger
- Elastic Search
- Apache Tomcat server and Apache libraries

**Tasks /
Experience /
Achievements:**

- Project reached production and is being used for real-time transaction processing
- Provide technical support for other team members and help shape development direction by code reviews and knowledge transfer session
- Design high level technical document for the new scope of the team
- Coaching new members by peer programming and knowledge sharing sessions
- Give support for the tasks that are getting in a blocker state
- Supervise production deployments
- Usually the business tasks required interaction with a minimum of 4-5-6 services to add support of a new feature.(Analysis, development, code testing, code review, support for QA and other members of the team)
- Improvements for some components by adding swagger support, elastic logging, heartbeat mechanism.
- Created an automation test skeleton framework so that the testers could use it.
- Pipeline jenkins migration
- Improvements for some components by adding swagger support, elastic logging, heartbeat mechanism.
- Changing contract between components, creating an adapter over a rest client.
- Migrate the logs of a spring boot application to elasticstack.
- Design and implement a simulator from scratch that can handle and process connections from various systems components, using the tcp protocol

2016 - 2017 - eCommerce Payments Project

Project Scope

- Extracting microservice from monolith and fixing security issues regarding the monolith application

**Development
Context**

- Agile Project Delivery based on Scrum, Team size: 8, interaction with multiple scrum teams and team members from the client and also in direct contact with the product owner.

**Technical Skills
and Tools**

- Java8
- Jsp
- Sql
- HTM, Javascript
- Spring Framework, Spring modules
- Maven
- Git, Jenkins, SonarQube, Tomcat, Apache

**Tasks /
Experience /
Achievements:**

- Security tasks to fix logging or SQL injections issues
- Team developed a new spring boot microservice that could interact with a third party and a simulator so that we could mock our responses because of the connectivity issues.
- Stories usually consist of adding new data fields that are sent(some of them encoded and encrypted) and add support in the simulator.
- Code review
- Participate in client meetings
- Check SonarQube server to ensure clean and safe code

May 2016 - June 2016

In my first months of working in Endava I was assigned on two inner projects:

**Tasks /
Experience /
Achievements:**

- A requirement was to create a Quiz game with spring-boot as server backend and frontend server
- The second requirement one was more complex. A skeleton of an application needed to be extracted into a multi-modular application that would have three spring-boot servers.(backend, ui, database) The user interface was angular 1, a redesign was needed and more functionality was required.
- The extracted spring boot apps needed to use docker.
- This application role was to install the necessary tools for each new dev/tester on the project.

Side Projects

October 2019 - May 2020

One fintech/insurtech client needed to build multiple SpringBoot servers to be more microservices architecture oriented. All of these microservices are restful oriented.

Project scope

- Some old business flows were migrated to these new spring-boot servers.
- Created an invoice system that could speed-up the billing process.
- Migration of the business from sql-server to postgres database.

Development Context

- In direct contact with the Product Owner and the architect

Technical Skills and Tools

- Java11
- JUnit4
- Sql-Server
- Postgres
- Spring Framework, Spring modules
- Gradle
- Git, Gitlab
- REST
- Kubernetes
- Swagger
- Wiremock
- Stripe

Tasks / Experience / Achievements:

- Project reached production and is being used
- Different queries and processing via spring-boot for statistics.
- Integrate some created spring-boot services to have a working billing process.
- Create different CRUD services for some vital database entities.

Mid summer 2019

One client needed to have a working login page with minimal configuration.(Userinterface, backend and database)

One client needed something more technical like a war deployment of a java application using maven for a Tomcat server.(Userinterface, backend and database)

Bachelor thesis project 2017 FestiMove

FestiMove is a real time application in android that uses a secure spring boot application as a backend server.

The application was designed to show in real time the whereabouts of the users. The communication between the client and the server was STOMP over websocket based and https for registration/authentication. The server security was enhanced by using OAuth 2.0.

The backend server used 4 spring major components.(Security, OAuth 2.0, Websocket, Data JPA).

The android application was implemented having in mind the dependency injection architecture. The method used was pure dependency injection. The app also integrated google's APIs like Fused Location Provider/Google Maps.

Presentation website project August-September 2020

Worked on a presentation website for my work history and a way to easily get in contact with me.

<https://www.rbinnovative.info>

Also, there's a annexed blog where I can publish technical articles regarding algorithms, business development, spring boot and cloud oriented articles.

It was developed using hugo, gatsby(react based), netlify, forestry, yarn, porkbun.

<https://www.blog.rbinnovative.info>

FUTURE PLANS

As a business roadmap, in the near future I want to help and guide some people to evolve in my own contracting company oriented on delivering quality products for the clients. I'm confident with this because I already have experience in teaching people java and different technologies.

As a technical roadmap I want to dive into kubernetes more and gain more knowledge on scala/kotlin languages. I have already used Kotlin language in some tasks but I want to have a larger experience.

I've started to raise my knowledge regarding the cloud environment. I've used Openshift and Openstack integrated with Consul and Vault in my daily tasks, but only recently I started to gain more knowledge on the kubernetes environment.

Also, as a side project I want to add to my resume site some blog articles that I've already written regarding different technologies.

EDUCATION AND TRAINING

Qualifications: "Dragos-Voda" Highschool of Campulung Moldovenesc, ROMANIA
High school diploma, Mathematics and Informatics(2010 - 2014)

"Babes-Bolyai" University of Cluj Napoca, ROMANIA Bachelor's
Degree, Computer Science at Faculty of Informatics (2014 - 2017)

"Babes-Bolyai" University of Cluj Napoca, ROMANIA
Masters Degree, Software Engineer at Faculty of Informatics and
Mathematics(2018 -2020)

Languages: Romanian – Mother tongue

English – Full working proficiency, CAE Cambridge certificate