COJOCARU ANA-CĂTĂLINA

Software Engineer - Bucharest, Romania

cojocarucatalina@yahoo.com | +40741490128 | linkedin-ana-cătălina-cojocaru | github-cojocarucatalina

Professional Summary

Software engineer with a strong focus on backend development and data-driven applications. Experienced in building RESTful APIs, working with SQL/NoSQL databases, and deploying scalable systems using Docker. Comfortable in Agile teams and CI/CD environments. Proficient in Java, Python, and modern frameworks like Spring Boot, Flask, Node.js, React.

EDUCATION

Technical University of Cluj-Napoca

Bachelor of Engineering in Computer Science

"Emil Racoviță" National College

Mathematics and Informatics

Cluj-Napoca, Romania

Oct 2021 - July 2025

Cluj-Napoca, Romania

Sep 2017 - July 2021

EXPERIENCE

Backend Intern - Progress OpenEdge

Wayfare

Cluj-Napoca, Romania

June 2024 - Sep. 2024

- Contributed in Agile SCRUM teams to build and maintain backend systems for clients
- Designed and tested RESTful APIs for enterprise-scale platforms using Progress OpenEdge
- Optimized database operations to improve integrity and performance, optimizing over 20 tables
- Assisted in deployment with automated testing pipelines

Embedded Systems Intern

AROBS Transilvania Software

Cluj-Napoca, Romania June 2023 – Sep. 2023

- Worked on STM32-based automotive systems with UART, I2C, and SPI integration
- Developed and debugged firmware for sensor interfacing and data processing in C
- Applied automotive engineering practices and real-time embedded programming techniques
- Improved firmware stability by 20% through testing

Projects

Gesture Typing Extension | Python, JavaScript, TensorFlow, Scikit-learn

- Trained gesture-recognition models for ASL translations and word prediction using CNN and LSTM
- Built a custom preprocessing pipeline for hand gestures
- Trained LSTM for next-word prediction and a model for word autocorrection
- Integrated real-time inference into a browser extension using TensorFlow.js
- Enabled gesture-to-text typing with over 90% prediction accuracy on test data

Real-Time Chat System | Java Spring, React, WebSockets, Docker

- Built a full-stack chat app with WebSocket-based real-time messaging and user presence tracking
- Used Java Spring Boot for backend REST APIs and message queues
- Integrated React frontend with session-based authentication and responsive design
- Containerized application using Docker for scalable deployment

E-commerce Platform | Java Spring, React, WebSockets

- Developed a modern shopping platform with real-time cart and order notifications
- Implemented secure user authentication, product browsing, and order history modules
- Designed scalable backend architecture with efficient REST API routes and caching

Library Management System | Progress OpenEdge, React

- Created a full-stack app for managing books, members, and inventory
- Built user roles (admin, librarian, reader) with access control
- Used OpenEdge ABL for database procedures and integrated UI with real-time updates

Smart Arduino Robot | C++, Arduino

- Programmed sensors to monitor soil moisture and automate irrigation in real-time
- Optimized power consumption using sleep cycles and threshold-triggered logic
- Implemented LCD feedback and serial logging for diagnostics and testing

Battleships Game | Assembly

- Created a two-player game in low-level Assembly to demonstrate memory handling and logic
- Used direct memory addressing and ASCII graphics for game visualization

TECHNICAL SKILLS

Programming Languages: Java, Python, C, C++, SQL, MySQL, JavaScript, PHP, HTML, CSS Web and Backend Development: React, Node.js, Flask, Spring Boot, REST APIs, WebSockets Data Visualization and App Design: UI/UX design principles, and front-end visualization libraries Testing and CI/CD: JUnit, Docker, Git

Cloud and DevOps Tools: Google Cloud Platform, GitHub Actions, Docker Hub Soft Skills: Leadership, Initiative, Problem-solving, English Fluency, Growth Mindset