# Vlad-Andrei Cojocariu

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## **Education**

#### UNIVERSITY BABES BOLYAI

COMPUTER SCIENCE

Bachelors Degree

## NATIONAL COLLEGE PETRU RARES

MATHEMATICS AND INFORMATICS

• Baccalaureate Diploma

## Skills.

#### **FRAMEWORKS**

- Experienced with Spring Boot
- Solid foundations with Laravel
- Basic knowledge with .NET

#### PROGRAMMING LANGUAGES

- Experienced in Java and Python
- Solid foundations in C, C++, C# and PHP
- Basic knowledge JavaScript

#### **DATABASES**

- SQL (Oracle, MySQL, PostgresSQL)
- Database design, query optimization, indexing

#### **CLOUD COMPUTING**

• AWS (EC2, S3 and RDS)

#### **OTHER**

- Git Postman Docker ŁTĘX
- Microsoft Office

### **KNOWN LANGUAGES**

- •Fluent: English, Romanian
- •Working knowledge: German

#### Interests

#### **CODING COMPETITIONS**

Participate regularly in online and onsite contests solving algorithmic and data-structure challenges.

#### **TECHNOLOGY**

Built computers and devices while staying updated on evolving technology.

#### **BODYBUILDING**

Help people with fitness, developing personalized programs and providing ongoing support.

## Experience\_

**IBM** 

BACK END DEVELOPER JUNIOR -> MID

Responsible for development, debugging, maintenance, optimization, testing, and collaboration within a cross-functional team in the automotive industry.

- Upgraded Java 8 to 11 and Payara 4 to 5: Modernized dependencies, refactored outdated code, and resolved compatibility issues, enhancing security, efficiency, and stability.
- Developed an API with Apache POI: Designed and implemented an automation tool for generating Word documents from CKEditor input, reducing manual workload by 50%.
- Optimized data export wait times by developing an SQL script that filtered only parent records with children, significantly improving processing efficiency.

#### **LIFE IS HARD**

FULL STACK DEVELOPER INTERN

Responsible for learning and development in the financial industry.

 Developed and enhanced internal projects and tools using Laravel for back-end development and Vue (with Composition API) for front-end component creation, gaining deeper understanding of both frameworks and their integration.

#### **PRIVATE TUTOR**

C++ & C Instructor

Provide personalized tutoring and exam preparation for children and computer science students.

- Deliver one-on-one and small-group lessons in C++ and C, tailoring content to each student's level and learning style.
- Prepare students for Baccalaureate and University Entrance exams through structured practice problems, mock tests, and targeted review sessions.
- Manage scheduling, progress tracking, and parent/student feedback, resulting in noticeable improvements in student performance.

## **Recent Personal Projects**

## LANDMASS PROCEDURAL GENERATION

 Developed a procedural landmass generation system in Unity, leveraging Perlin noise and advanced mathematical algorithms to produce dynamic, natural-looking terrain as part of my bachelor's thesis.

**Tech Stack:** Unity Engine, C#, Perlin Noise, Custom Math Libraries

#### **WORKOUT TRACKER**

- Engineered GymLog, a responsive web app for CRUD-based workout management and user profiles, with secure (encrypted) login and OAuth2 social sign-on, plus full create/read/update/delete of workout entries.
- Ensured cross-device mobile and desktop responsiveness and deployed on an AWS EC2 instance with a production-ready Spring Boot configuration.

**Tech Stack:** Spring Boot, Thymeleaf, MySQL, BCrypt Encryption, OAuth2 (Google/Facebook), Bootstrap, AWS EC2 instance