

CONSTANTIN POJOGA

FULL STACK WEB DEVELOPER

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SKILLS

HTML, CSS, JavaScript, jQuery, Angular, Bootstrap, Canvas, Git, GitHub, MongoDB, SQLite3, Node.js, Express, Ruby, Sinatra, Handlebars, BCrypt, Gulp, React, SASS, LESS, Socket.io, Liquid, Java, Photoshop.

EXPERIENCE

General Assembly Chicago

May 2016 – August 2016

Web Development Immersive Student

Immersed in 400+ hours of in class coding. Learned how to write HTML, CSS, and JavaScript, how to develop back-end web applications and APIs using modern programming languages and MVC web development frameworks, how to develop dynamic front-end applications, to create single page apps, how to consume web APIs from third-party sites, how to write secure applications and deploy them to cloud services, and how to effectively collaborate with team members, using Git.

Projects:

- **sChat**, a single page chat app that allows users to log in and join multiple public channels. The user can send messages, pictures, videos, or code snippets. All messages will be instantly transmitted and saved into the database. For this app, I've used Node.js, Express, Socket.io, Moment.js, MongoDB, jQuery, Gulp, LESS.
- **myStreet**, a Restful API, that helps people move to new places and easily meet new neighbors and make new friends. The project allows searching, as well as creating or adding new groups to a specific address. A registered member has access to the events and messages of this group. For this project, I used Ruby, Sinatra, SQLite3, BCrypt, Google API, LESS, Rake, Gulp.
- **Artgallery**, a Restful API that allows listing all the artists in the gallery, displaying all the artwork, the artist's personal information and also detailed information for the artwork. Only logged in users can add, edit, artists or works. For this project, I used Node.js, Express, MongoDB, BCrypt, Multer, jQuery, Gulp, LESS.
- **Acorn rush**, a logical game using Canvas. The idea of the game is to use the keyboard to control the main character, Scrat, and to push acorns into the required fields. Contains multiple levels. I used: HTML, CSS, JavaScript, jQuery and Canvas.

Panasonic Italia, Piacenza, Italy

2010 - 2015

QA Manager

- Managed QA as part of a team of 70; supervised teams of 3-6 people
- Used various warehouse and Panasonic databases to track materials

CAPRStroi Spa, Moscow, Russia

2008 - 2010

Construction Engineer

- Managed engineering projects and teams (20-70 people), ensuring projects were completed on time and within budget.

Rosimor Spa, Chisinau, Moldova

2006 - 2008

Construction Engineer

- Managed construction of civil and industrial buildings, indoor and outdoor finishing.
- Oversaw execution, material supply, commissioning, and communication across teams.

EDUCATION

General Assembly Chicago

2016

Web Development Immersive Student

Technical University of Moldova

2006

Master of Science in Civil/Industrial Engineering