CONSTANTIN POJOGA

(630) 849-9000 - www.pojoga.com - https://github.com/constantinpojoga pojogac@gmail.com - https://linkedin.com/in/constantin-pojoga-676657119

TECHNICAL SKILLS

JavaScript, HTML5, CSS3, LESS, jQuery, Angular.js, Bootstrap, Node.js, Express, Ruby on Rails, Ruby, Sinatra, MongoDB, Postgres, Sqlite3, Socket.io, Gulp, Git, GitHub, Java, Photoshop.

EXPERIENCE

Freelance 2015 – present

Full Stack developer

- Create responsive and mobile friendly websites for different companies.
- Edit eCommerce websites; make existing websites more responsive and mobile friendly.

General Assembly Chicago

May 2016 – August 2016

Web Development Immersive Student

- Movie Theater. A Ruby on Rails app that facilitates ticket-selling transactions for a Movie Theater. Tools: Ruby on Rails, Erb, and Postgres.
- sChat. A single page, multi-channel chat app. The user can send messages, pictures, or code snippets. Tools: Node.js, Express, Handlebars, Socket.io, Moment.js, MongoDB, jQuery, Gulp, LESS.
- myStreet. A Restful API, that helps people who have moved to new places easily meet neighbors and make new connections.

Tools: Ruby/Sinatra, Erb, SQLite3, BCrypt, Google API, Bootstrap, LESS, Rake, Gulp.

- Artgallery. A Restful API that displays artists, their galleries, and their personal information. Tools: Node.js, Express, Handlebars, MongoDB, BCrypt, Multer, Bootstrap, Gulp, LESS, jQuery.
- Acorn rush. A logical Canvas game, with multiple complex levels.
 Tools: HTML, CSS, JavaScript, jQuery and Canvas.

Panasonic Italia, Piacenza, Italy

2010 - 2015

Quality Control Manager

- Supervised QC teams
- Used various warehouse and Panasonic databases to track materials

Rosimor Spa, Chisinau, Moldova

2006 - 2010

Construction Engineer

- Managed construction of civil and industrial buildings, indoor and outdoor finishing.
- Oversaw execution, material supply, commissioning and communication across teams, ensuring projects were completed on time and within budget.

EDUCATION

General Assembly Chicago

2016

Web Development Immersive Student

Technical University of Moldova

Master of Science in Civil Engineering

2006