Onitiu Cosmin

Str.Ciobanas,nr.49, Ploiestiori, Prahova

onitiucosmin@yahoo.com

0726416993

Experience

FluxSolve

Business Owner • Ploiesti, Prahova   02/2023 - Present

- Develop and maintain custom websites and web applications for clients, utilizing a variety of programming languages, frameworks, and platforms including HTML, CSS, Typescript, React, Angular, Web Builders
- Collaborate with clients to understand their unique needs and translate those requirements into functional web solutions that meet their goals.
- Implement responsive design and user experience best practices to ensure that websites and web applications are optimized for all devices and accessible to a wide range of users.
- Maintain clear communication with clients throughout the project lifecycle, ensuring that their feedback is heard and incorporated into the development process.
- Troubleshoot and resolve issues related to websites and web applications, working quickly to resolve any technical challenges and ensure that clients are satisfied with the end product.
- Manage project timelines and budgets to ensure that work is delivered on time and within the agreed-upon scope.

ValeoIT

Full Stack Developer • Timisoara, Timis   01/2023 - Present

- Developed full-stack web applications using Angular 12-14 / React and .NET Core / EF Core for clients.
- Designed and implemented a responsive front-end with Figma / Adobe XD then implementing with Angular Material / React MUI or Tailwind components and custom CSS styling.
- Configured and secured the back-end with JWT authentication, role-based authorization, and HTTPS.
- Implemented data access layer using Entity Framework Core and SQL Server, and utilized LINQ for querying and filtering data.
- Leveraged Azure DevOps for CI/CD pipeline, code version control, and automated testing.

ValeoIT

Front End Developer • Timisoara, Timis   09/2022 - 01/2023

- Collaborated with cross-functional teams to develop and maintain web applications using Angular and React.
- Designed and developed front-end interfaces using Angular, NgRx, and RxJs, HTML, CSS, and TypeScript.
- Worked closely with back-end developers to integrate front-end components with RESTful APIs and microservices.
- Utilized Git for version control and worked with Jenkins for CI/CD pipeline.
- Worked in Agile teams, participated in daily stand-ups, sprint planning, and retrospective meetings.
- Contributed to code reviews and mentored junior developers.

Morgan Stanley

Software Engineer • Budapest, Budapest   06/2021 - 06/2022

Focused on developing and supporting a large scale application that share-holders use for Trading and Risk Management

- Execute full software development life cycle (SDLC), based on the requirements of the shareholders. (The cycle's start point is the trader, who is included in all phases, including testing)
- Plan out the timeline, the risk assessment and create a regular feedback loop with the clients

- Document and maintain software functionality, by examining the codebase of the application, re- factoring the code and adding new functionality through modern APIs
- Reduce the load of the application by improving algorithms, and moving our individual services on dedicated hosts provided by the company (Reduced the load on the application by almost 10% and improved trade delays by 5 seconds)
- Mentored peer engineers on development and best practices (Regular knowledge share sessions within the team)

Technologies: C++, Python, Scala, Perl, Git, Jenkins, Bash, Unix

OSF Digital

Intern Node.js • Bucharest, Bucharest   05/2021 - 05/2021

- Internship offered by OSF Digital, which included a 1 month learning period of the basics of web development while creating an eccommerce based on given endpoints for data inputs.
- The internship was done in a group format, and taught us workign together and sharing information as well

Technologies: JavaScript +HTML + CSS Basics, jQuery library, AJAX, Bootstrap, Node.js, Express, Mongo and REST APIs

Siemens

Intern C++ • Brasov, Brasov   03/2019 - 05/2019

- Working together with a task-force team to creeate a control-access system • Using a set of developing tools including Microsoft Visual Studio (Using C++)
- Creating an virtual interface using a cross-platform software (Qt) Focusing on Object Oriented Programming
- Creating and maintaining the connection between the main program and a database made with MySQLs

---

Education

Transilvania University

Aerospace Engineering • Brasov, Brasov   06/2020

Bachelor's Thesis - Software and hardware design of a rescue drone

The thesis was offered the support of the university through project funding
- Creating and using simulating the networking of the drone using network tools (OPNET)
- Programming the active components of the drone and control module (NodeMCU) using coding languages (Arduino)
- Designing, analyzing, testing and 3D printing original components, including a tested aerodynamical case (using SolidWorks, Ansys, AAA, etc.)
- Testing the created hexacopter in different conditions and loads

---

Languages

Romanian, Moldavian, Moldovan, English