Iulian Plamadeala

Senior Software Developer

Summary

Senior Software Developer with Java, Kotlin, Flutter, and Node.js experience. Most of my career has been spent working on Android apps and Cross-platform projects. Versatile Software Engineer with expertise in Android, including AOSP (Android Open Source Project) and Android TV development, and with expertise in Cross-platform projects developed in Flutter, Firebase, Node.js, and MySQL, among others.

Professional Unity 2D/3D Game developer with a strong background in creating immersive and interactive games. Strong skills and passions for GAMES!

Contract

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Web Site
+1 (613) 751-8039
Stittsville, Ontario, Canada

Programming Languages

Java
Kotlin
Dart
C#
JavaScript
C++
Lua
Python

Skills

Android Development
Cross-platform Development – Flutter
Back-end development – Node.js
BaaS – Firebase
Database – MySQL, PostgreSQL, MongoDB
Agile / Scrum Methodologies
Algorithms
Creative Problem-solving
Object-oriented Programming
Android Studio
Unity, Unity Multiplayer Games
Cocos2d & Cocos Creator

Work Experience

Senior Mobile Developer
Sunshine   Full-time

October 2022 – Present
Palo Alto, California, United States   Remote

- Developed several cross-platform Android and iOS apps in **Flutter**
- Refactored the source code for an app that helps to reduce users' mobile traffic
- Updated the apps' target API level to meet the requirements of Google Play
- Created mobile applications that adhered to iOS and Material Design standards

Mobile App Developer
ActiveHealth Management, Inc   Full-time

May 2021 – October 2022
New York, United States   Remote

- Worked on logical modules to log health-related data, including sleep, diet, blood pressure, and exercise
- Build the payment and recognition feature on both **iOS & Android**
- Worked on **Node.js** & **Flutter** & **Firebase**
- Designed a **back-end** for the front-end to move slowly app logic to the API and improve app performance
- Added many native libraries including camera and gallery

Unity Game Developer
Zlodey Studios LTD   Full-time

September 2020 – May 2021
London, Greater London, GB   Remote

- Creation of prototypes, full game development cycle from concept to release, market research, competitor analysis, reverse engineering of projects, creation of marketing materials, mentoring
- Part of York Knight: Tower defense project

Game Developer
PlayMax Games   Full-time

February 2019 – September 2020
Surat, Gujarat, India   Remote

- Developed **mobile games**
- Created simple custom shaders
- Publishing the games on different stores and machines.
- Sharing, exploring, and learning new things – technology, programming aspects, etc.

Android Engineer

Cronos Technologies   Full-time

October 2016– February 2019
Bucharest, Bucharest, Romania   Hybrid

- Worked on **Flutter**, and associated with mobile app development including various aspects like coding, testing, client communication, and requirement gathering
- Explored new technologies and frameworks as a part of a **Java** innovation and architecture team
- Manage multiple projects to make sure they meet a deadline

Mobile Developer

Appscend   Full-time

September 2014 – October 2016
Bucharest, Bucharest, Romania   On-Site

- Part of Building Android apps (mobile & TV) to deliver video and audio content
- Provided support to the team whenever needed & help them understand their task
- Communicated with the clients and discussed on feasibility of adding new features
- Implemented the Android component of transfer-related cross-functional features

Android Developer

Orange   Part-time

December 2013 – September 2014
Paris, France   Remote

- Bug fixing and feature implementation
- Part of the Android OTT at Orange, developing **Libon**

Education

University of Bucharest

April 2010 – September 2014
Bucharest, Romania

Bachelor's degree in Computer Science

Language

English   *Professional Working Proficiency*

Romanian   *Native or Bilingual Proficiency*