Hi, I'm Dragoș-Cosmin Popa

🌐 **dcosminpopa.co.uk**

I'm a self-taught part-time designer currently in my second year as a computer scientist at the University of Birmingham. My passion for both designing and programming has enabled me to develop both core skills for becoming a creative front-end developer.

Education

BSc Computer Science - University of Birmingham
September 2016 - present (3rd Year)

1st Year Overall 71.75   2nd Year Overall 64.66

Dimitrie Cantemir High School
September 2012 - Jul 2016

International Baccalaureate: Overall 9.15

Experience

JavaScript   SASS   Webpack   Bootstrap   Node.js   npm

AdonisJs   Express   MongoDB   Git   Java   C/C++   Haskell

UI design   HCI   Android   OOP   Id   Ai   Ps   Pr

◎ Leafy - Final Year Project/Dissertation
October 2018 – April 2019

- Created and implemented a scalable website builder system featuring a three three-tier architecture: Bootstrap front-end UI, AdonisJs back-end server, and MongoDB database. The system features the GrapesJs website builder framework that has been improved to support templates and several ready-made elements.
- The project aims is to enable users to create their own websites by providing a visual interface of options. It is aimed towards both experienced and casual users.
- Developed knowledge in the following technologies and principles: Node.js, npm, user authentication, Sass, Babel, JavaScript ES6, Webpack , Edge.js templating engine, RESTful routing, MVC architecture, Chrome DevTools, User Interface Design.

◎ Graphic Designer Assistant - Guild of Students
November 2016 – Present (Part-time)

- Achieved knowledge about the process of designing and furthered my creative skills.
- Working in a team of professionals and developing numerous promotional materials such as: posters, flyers, banners, booklets.
- Furthered my experience with the Adobe Suite - InDesign, Photoshop, Illustrator.
- Gained photography skills through taking pictures throughout events.

◎ Artwork Designer, Coding - Game Development
Jan 2018 - March 2018 (University Module)

- 1st team out of 25 - Winner of the IBM prize
- Teamworking with 5 other people to create an isometric Bomberman style game.
- Gained experience for designing artwork through: characters, maps, backgrounds, menu.
- Furthered Git and Java object oriented programming skills.

Admin - Old Joemance and Brumfess Facebook Pages
March 2018 - Present
- Both pages combined reaching 10,000+ likes.
- Managing a team of 8 people in order to effectively run the page.
- Created all the artwork, promoted the page, managed disputes created by the page.

Team manager - Autonomous Warehouse project
February 2017 - March 2017 (University Module)
- Managed a team of 7 people to create an autonomous warehouse in which the three robots (Lego Mindstorms NXT) had to find their path to pick up (virtual) objects and drop them off at specific locations.
- Gained Java experience using the lejOS API to program the robots.
- Gained GIT experience.

Awards & Certifiates

🏅 Student Employee of the Year 2018 - Comercial Impact Catego-

🏅 IBM Prize - Highest quality video game produced

📜 Udemy - "Web Developer Bootcamp" course certificate

Volunteering

Assistant Explorer Leader - The Scout Association
October 2017 – Present
- Delivery of a safe, exciting and stimulating balanced programme for the Explorer Scout Section taking into account the needs, interests and abilities.
- Organized events, coordinated and managed 20+ children.

"Prince and Pauper" project
November 2014 – May 2015
- Helping children in need from rural areas by gathering donated school supplies or clothes and then distributing them.

Hobbies

Get in touch

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