# Hi, I'm Dragoș-Cosmin Popa

🌐 dcosminpopa.co.uk

I'm a self-taught part-time designer currently in my third 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 (3$^{rd}$ Year)

**Expecting a 1$^{st}$ Class Degree with Honours**

## Skills

`JavaScript` `ES6` `SASS` `Webpack` `Node.js` `npm` **Id** **Ai**

`AdonisJs` `Express` `REST` `MongoDB` `UI design`

`HCI` `Bootstrap` `Android` `Git` `Java` `C/C++` `Haskell` **Ps** **Pr**

## Work Experience

### ◉ Assistant Graphic Designer - 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.

### ◉ Computer Science Ambassador - University of Birmingham
October 2018 – Present (Part-time)

- Speaking to prospective applicants and their guests about your course and the University, helping set-up the events, preparing literature, and signposting.
- Guiding groups of visitors around the campus, giving key information about facilities and life on campus.
- Writing and delivering presentations to groups of prospective applicants and their guardians, usually about student life at the University drawing on my personal experiences.

## Projects

### ◉ Leafy - Final Year Project
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 project aims to enable casual and experienced users to create their own websites by providing a set of elements which can be added and a visual interface of options.
- 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, Human-Computer Interaction.

## Admin - Old Joemance and Brumfess Facebook Pages
March 2018 - Present
- Created, promoted and managed two Facebook pages reaching 10,000+ likes.
- Managed a team of 8 people and furthered artwork design skills.

## Artwork Designer, Software Engineer - Game Development
Jan 2018 - March 2018 (University Module)
- 1st team out of 25 - Winner of the IBM prize
- Team-working with 5 other people to create an isometric "Bomberman" style game.
- Gained artwork design experience by creating: characters, maps, backgrounds, menu
- Furthered Git and Java object oriented programming skills.

## Team manager - Autonomous Warehouse Project
February 2017 - March 2017 (University Module)
- Managed a team of 7 people to create an autonomous warehouse where three robots (Lego Mindstorms NXT) used pathfinding to pick up (virtual) objects and drop them off at specific locations.
- Gained Object Oriented programming experience in Java using the lejOS API to program the robots.
- Gained GIT experience.

# Awards & Certificates

Student Employee of the Year 2018 - Commercial Impact

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.
- Organised events, coordinated and managed 20+ pupils.

# Hobbies

# Get in touch

📞 +4477 0668 1194

✉️ dcosminpopa@gmail.com

in /dcosminpopa

🌐 dcosminpopa.co.uk

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