



JAVA DEVELOPER

CHIEF TECHNOLOGY OFFICER|
PROJECT MANAGER

Jan 2017 – Dec 2017

Eusebiu Biroaş

LEAD SOFTWARE ENGINEER | AWS Solutions Architect - Associate



PROFESSIONAL SKILLS

• Java / REST API / Spring Boot

• MySQL / MSSQL / MongoDB

• Project Management

• Angular / HTML5

• AWS / Google Cloud Platform

• Elasticsearch

• Problem Solving

• C#



CONTACT ME

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Oradea, Romania



WORK EXPERIENCE



2017 - Present

Responsible of building **Microservices** using a technology stack composed of:

- **Spring Boot** as framework
- **Elasticsearch** as search engine
- **MongoDB** and **MySQL** as databases
- **ActiveMQ** as message broker
- **Memcached** as caching system
- **Fabric8 (Jenkins, Nexus, Kubernetes, SonarQube)** for Continuous Integration and Delivery

ITCONS 2009 - 2017

• CTO|Project Manager

Responsible of choosing the right technologies for new projects, assembly the right team and orchestrate the development process using Agile model.

ERP Solution for Energy Industry Company:

- Managed the full development cycle:
 - Obtained customer requirement from CEO
 - Established development steps and release dates
 - Organized tasks to a team composed by 2 people:
 - Frontend developer (AngularJS, HTML5)
 - Backend developer (Java Dropwizard REST WebServices)
 - Configured Debian Server for application deployment: NginX Web Server, Java Runtime Environment and MySQL DataBase Server

CRM Solution For Health & Medical Industry:

- Managed the full development cycle:
 - Obtained customer requirement from CEO
 - Established development steps and release dates
 - Organized tasks to a team composed by 2 people:
 - Frontend developer (AngularJS, HTML5)
 - Backend developer (Java REST WebServices, MySQL)
 - Configured Debian Server for application deployment on Google Cloud Platform: NginX Web Server, Java Runtime Environment and MySQL DataBase Server

LEAD DEVELOPER |
TEAM LEADER

2012 - 2017

- **Lead Developer | Team Leader**

Responsible to establish project analysis with the project manager, develop and delegate task between team members and make sure the product is delivered on time meeting the quality standards. As a team, we were using Agile model, improving the development process and code quality through mentoring and code review sessions.

Cloud Digital Conservation App for Italian public and private entities :

- Managed the development cycle:
 - Obtained analysis from the project manager
 - Discussed with the marketing team to understand better the requirements
 - Worked with a cross functional team:
 - 1 project manager
 - 1 technical director
 - 2 marketing people
 - 2 developers
 - Used Google Cloud Platform with the following technologies:
 - Java REST WebServices and Workers
 - AngularJS, HTML5 app deployed on NginX
 - Google Cloud Storage
 - MongoDB
 - RabbitMQ Message Broker
 - Solved support tickets

Digital Archiving Solution:

- Managed the development cycle and support requests:
 - Obtained analysis from the project manager and from the marketing team
 - Worked with a cross functional team composed of: 1 project manager, 1 technical director, 3 developers, 4 marketing people, 2 helpdesk people.
 - The project had many modules implemented with the use of following technologies:
 - C# for the Window Client
 - Java for the WebServices
 - PHP for the Web Client
 - Adobe Flex for Workflow User Interface

DEVELOPER
2007 - 2012

- **Developer**

Responsible of developing applications following the analysis offered by the project manager

Workflow Engine:

- Implemented a Workflow Engine and WebServices using open source Java libraries (Enhydra Shark)
- Had a strong collaboration with the project manager which was implementing the Workflow User Interface using the WebServices created by me

Virtual Drive

- Developed a user mode file system for Windows which was calling API methods of an already developed application, using open source Dokan Driver library
- Had a strong collaboration with the person which developed the API for the integrated application

SOFTPARC 2007 - 2009

- **Developer**

Responsible of developing applications following the analysis offered by other team members

Casino Video Games:

- Developed the graphic user interface and gameplay mechanics of 3 Casino video games
- Tools and technologies used: Visual Studio Team System, C#, Managed Direct X



EDUCATION

SELF TAUGHT

2007 - PRESENT

“To learn something new is a timeless pleasure and a valuable treasure. And not all things that you learn are taught to you, but many things that you learn you realize you have taught yourself.” – C. JoyBell C.

BACHELOR DEGREE
GRADUATE

2007 - 2010

UNIVERSITY OF ORADEA

Informatics

HIGH SCHOOL DIPLOMA
GRADUATE

2003 - 2007

“DON ORIONE” HIGH SCHOOL, ORADEA

Mathematics - Informatics



PERSONAL PROJECTS

- <https://randomfiles.io>
- <http://GameDevIs.Cool>
- <http://DevIs.Cool>



AWARDS

2nd Place – Leaf Knight’s Adventure
2015
GameDev.Ro “LEAF” Challenge
Contest

1st Place – Super Santa Bros
2013
GameDev.Ro “Santa Versus
[Someone]” Challenge Contest



LANGUAGE

- ROMANIAN
- ENGLISH
- ITALIAN

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