



Eusebiu Biroaş

LEAD SOFTWARE ENGINEER



PROFESSIONAL SKILLS

• Java



• MySQL/MSSQL/MongoDB



• Project Management



• AngularJS, HTML5



• C#



• Google Cloud Platform



• Problem Solving



• WordPress



CONTACT ME



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Oradea, Romania

CHIEF TECHNOLOGY OFFICER |
PROJECT MANAGER

2017 - Present



WORK EXPERIENCE

ITCONS 2009 - Present

• 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

WordPress website performance troubleshooting:

- Troubleshoot and offered solution for improving customer WordPress website performance

Learning Management System (LMS):

- Done feasibility study for implementing a Learning Management System using WordPress, TinCan API and external LRS Server

• 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.

LEAD DEVELOPER |
TEAM LEADER

2012 - 2017

DEVELOPER
2007 - 2012

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**

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



<http://GameDevIs.Cool>

Scan the code to
see updated info about me:



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