

Saru Gabriel - Alexandru

[in LinkedIn](#) | [0764 152 648](#) | [gabrielsaru28.github.io](#) | [sarugabriel13@gmail.com](#) | [GitHub](#)

Skills

- C# | .NET | Java | C++ | C | Python | Assembly x86 | Haskell | MSSQL | NoSQL | Git
- Azure | Cloud Computing | CI/CD | Unit Testing | OOP
- Microservices | Distributed Systems | Backend | Full-Stack | English

Experience

FullStack .NET Developer

Collabera

Bucharest, Romania

01/2023 - Present

- Skilled at working independently and collaboratively in a team environment.
- Exercised leadership capabilities by successfully motivating and inspiring others.
- Actively worked in an agile software development environment which utilized the Scrum process.
- Enriched system metrics by integrating the platforms with telemetry; facilitated in-depth logging by correlating APIs with vector contexts.
- Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing.
- Redesigned the data model according to the good patterns by removing the duplicate records from the database while increasing the query performance by up to 53%.
- Designed and implemented a web application in NodeJS that streamlined new hire IT resource configuration and allocation. This application cut setup time by 98% and significantly reduced human error.

Junior System Developer

Signal Iduna

Bucharest, Romania

08/2021 - 08/2023

- Managed time efficiently in order to complete all tasks within deadlines.
- Learned and adapted quickly to new technology and software applications.
- Used critical thinking to break down problems, evaluate solutions and make decisions.
- Demonstrated creativity and resourcefulness through the development of innovative solutions.
- Created Unit and Automated tests to validate the developed features using Microsoft Playwright.
- Used JIRA as the bug tracking system to track and maintain the history of bugs/issues on an everyday basis.

Freelancer

Freelancing.com

Bucharest, Romania

02/2020 - 08/2021

- Optimized websites and mobile applications to achieve maximum performance.
- Generated detailed reports to highlight product performance and usage metrics.
- Developed and maintained user documentation to establish product understanding.

Education

Bachelor's of Computer Science

UPB

Bucharest, Romania

09/2019 - 07/2023

- Faculty of Automatic Control and Computer Science, Politehnica University of Bucharest UPB

Projects

- **Compiler**: Implemented a Compiler (with all of his stages) for COOL (Classroom - Object- Oriented - Language) in Java. (10/2022 - 01/2023)
- **Chess Engine**: Group project in which we used Java to develop a Chess-Bot which can play smart and fast using minimax and alfa-beta pruning. (03/2021 - 05/2021)
- **Abstract Syntax Tree**: Implementation of an Abstract Syntax Tree in Assembly x86. (03/2021 - 05/2021)
- **Mini Pre-Processor**: Implementation of the GCC preprocessor. The program takes a C file and replaces all the defines and includes in the code. (03/2022 - 03/2022)
- **Face and Emotion Detector**: Implemented a Face and Emotion Detector in the most efficient way using Algorithms and Data Structures in Python, using OpenCv, the project was built on a Raspberry Pi 4 with a camera module. (04/2022 - 05/2022)

Certifications

- **Python Fundamentals**: Workshop hosted by Google Digital Garage during which I studied Python knowledge throughout Pycharm IDE and various projects, and earned a certificate to prove my skills. (10/2022 - 01/2023)
- **Flutter Fundamentals**: Workshop hosted by Google Digital Garage during which I studied Flutter knowledge throughout Android Studio IDE and various projects, and earned a certificate to prove my skills. (04/2022 - 05/2022)
- **Android Fundamentals**: Workshop hosted by Google Digital Garage during which I studied Android knowledge throughout Android Studio IDE and various projects, and earned a certificate to prove my skills. (10/2021 - 01/2022)