

Saru Gabriel - Alexandru

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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 - 08/2022

- 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.

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

- **Automated Code Refactoring Tool** : Developed an automated code refactoring tool in **Python** that uses static code analysis and machine learning algorithms to identify and fix code smells and other code quality issues in a large codebase. **(02/2023 - 04/2023)**
- **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 alpha-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 in the **C Programming Language**. 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)**