

ABOUT ME

I like technology and what it can make for us in the future. At the same time, I like working with people and learning how to do this better.

WORK EXPERIENCE

Software Engineer

BearnigPoint

July 2021 - Current

I have honed my skills in both backend and frontend development, contributing to the creation and enhancement of various applications. My work has involved integrating multiple microservices seamlessly with the main application, ensuring robust and efficient communication between different components. A significant achievement in my role was leading the migration of the backend from Loopback to NestJS, improving the system's scalability, performance, and maintainability. My diverse experience allows me to approach problems holistically, delivering well-rounded, high-quality solutions.

PROJECTS

Bookstore

- Developed an online bookstore using NestJS for the backend, Angular for the frontend, and PostgreSQL for the database. Integrated a three-layer neural network to validate comments and prevent hate speech, enhancing user experience and ensuring a safe, positive environment for all users.

C console game

- I develop a game in C. Objective of this game is to achieve number 9. Every time when you make a move a random 1 block will be generated. To make a bigger number you need to link to same numbers and you will obtain value + 1.

Javascript game

- Developed a video game using vanilla JavaScript, with Express.js integrated for the backend. This project involved creating a dynamic and interactive gaming experience, leveraging JavaScript's capabilities for smooth gameplay and Express.js for efficient server-side management.

Presentation sites

- I developed different presentation sites using ReactJs and Bootstrap.

TECHNOLOGIES

- **Languages:** C/ C++, Python, SQL, Javascript, TypeScript, HTML/CSS
- **Technologies:** Postgresql, Git
- **Libraries/Frameworks:** Bootstrap, Express.js, Flask, Numpy, React, TypeORM, AgGrid, AgChart, ECharts, Pandas, LoopBack, Angular, NestJS, Tensorflow
- **Technical skills:** Design Patterns, Object oriented programming, Data structures and Algorithms

EDUCATION

University of Bucharest

September 2019 – July 2022

- Bachelor's in Computer Science, September 2019 – July 2022.

LANGUAGES

- English
- Romanian