



Bucharest, RO



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## Education

### Master of Science in Parallel and Distributed Systems

Faculty of Automatic Control and Computers  
University Politehnica of Bucharest

- Two-year program taught in English

2023-2025

### Bachelor of Computer Science

Faculty of Mathematics and Computer Science  
University of Bucharest

- Three-year undergraduate study program
- Bachelor Thesis: Mobili-AR: Augmented Reality Application for Furniture Marketplace

2019-2023



## Languages

English + Advanced

Romanian + Native

French - Limited



## Tech Skills

### OOP & DS

Advanced

Java

C#/C++

### Networking

Upper Intermediate

AWS

Docker

Kubernetes

### Web Applications

Advanced

Vue.js

Spring

.NET

### OS & Embedded Systems

Advanced

Arduino

Linux

### Big Data Engineering

Advanced

Elasticsearch

Python

### Project Management

Advanced

Jira

Agile



## Soft Skills

### Communication

- Effectively presented project findings to both technical and non-technical audiences.
- Clearly and concisely explained complex technical concepts in written documentation.
- Proactively communicated technical challenges and proposed solutions to team members.

### Problem-Solving

- Developed innovative solutions to address challenging technical requirements
- Applied analytical skills to identify root causes of system failures and implement effective solutions
- Proactively identified and mitigated potential risks to project success

### Adaptability

- Quickly adapted to new technologies and programming languages as project needs evolved
- Demonstrated flexibility in working with different project management methodologies
- Successfully adjusted work priorities to accommodate changing deadlines and project requirements
- Eager to learn new technologies and apply them to solve real-world problems.



## Projects

### Crowdsourcing Application for Noise Monitoring

Developed a distributed system for noise monitoring in Bucharest, emphasizing a robust and scalable server infrastructure. Key contributions included:

- Designed and implemented a server backend using Python/FastAPI and PostgreSQL.
- Containerized the application using Docker for improved scalability and deployment efficiency.
- Developed a RESTful API for data ingestion and retrieval, demonstrating experience with API design and development.
- Utilized queueing theory and performance modeling to optimize system performance under varying workloads, ensuring system stability and responsiveness.
- Created a Flutter-based mobile application for data collection and display, showcasing cross-platform development skills.

### Mobili-AR: Full Stack Application

Spearheaded the development of Mobili-AR, a web application enabling users to participate in a C2C marketplace with advanced visualization features. This project involved:

- Implementing functionality for users to upload 3D scanned furniture to remote storage.
- Developing features for showcasing 3D furniture using AR technology, enhancing user engagement.
- Building a full-stack web application, demonstrating experience with both front-end (Vue.js) and potentially back-end technologies.

### VacationAPI: .NET WebAPI Project

Designed and developed VacationAPI, a comprehensive RESTful API using C# and .NET 6, to streamline employee vacation management. Key aspects include:

- Developed a RESTful API to handle vacation requests, approvals, and allocation, showcasing API development and backend programming skills.
- Implemented logic to account for workdays and national holidays, demonstrating problem-solving and business logic implementation.
- Automated key vacation management processes, improving efficiency and reducing administrative overhead.