

Summary

I am looking to join a product team that has a user-centric development process, that believes that running lean and agile is the way to get to a successful product.

As for myself, I've been passionate about technology for as long as I can remember. I always relied on self-teaching and continuous multi-disciplinary improvement. While I'm solely focused on software for mobile devices I also have a strong knowledge and experience with web technologies.

Experience

iOS Developer

December 2014 - present

Universal Music Group

Composed is a new consumer technology startup venture from Universal Music Group. Until the summer of 2015, it was hosted and managed by Made by Many, a product innovation studio based in London and New York, before integration back into Universal Music Group.

I was in charge of maintaining and developing the iOS app. The product also included a web player and an Android client. We worked as a cross functional team and were all involved in product-related tasks such as analytics review, user interviews, product steering sessions, feature sketch sessions etc.

iOS and Android Developer

September 2012 - July 2014

NTT DATA (EBS Romania)

I was involved mainly in developing native apps for iPhone and iPad. I also worked on two Android projects and performed app reviews from a technical perspective.

Here are some projects that I worked on:

- Tanke: a location based mobile app that helps electric car owners in Vienna find charging stations around them.
- mobiLEOS: product targeting the health sector in Germany. It helps health service providers manage appointments with patients and deal with paperwork involving treatment and payment.
- De-Touro: product operating in the German health market. It enables cab drivers to bid on patient transport jobs offered by health insurance companies using their mobile devices.

Mobile App Developer

November 2011 - August 2012

Small Footprint, Inc.

Developed both cross-platform and native mobile apps. Started out working on a cross-platform (Titanium API/Javascript) B2C app. Worked on two enterprise apps supporting iPhone and iPad (Objective-C).

The thing which I'm most proud of is developing a 2D puzzle game for Android phones and tablets (Java) from scratch.

Javascript Developer

October 2010 - August 2011

OSF Global Services

I worked with Javascript both on the server-side and inside the browser (jQuery) while integrating custom e-commerce solutions based on the Demandware platform. I also worked on developing a few mobile applications for Android and Blackberry using the native APIs (Java) and Appcelerator's Titanium API (Javascript).

Full stack PHP Developer Fortech

August 2010 - September 2010

I worked on a project starting from scratch using Zend Framework and ExtJS javascript library. My responsibilities included developing new features according to documentation, bug-fixing and writing test-cases.

Some of the software/technologies that I worked with include: IBM DB2, SOAP web services, AJAX, Hudson, Trac .

Web Developer OgreCore.com - self employed

April 2005 - August 2010

Development of web applications using PHP/MySQL/HTML. Developed e-commerce websites, CMS, Wordpress customization, various front-end work.

Education

Bachelor's degree – Electronics, Telecommunications and IT Technical University of Cluj Napoca

2006 – 2010

Wrote my bachelor's thesis at Vrije Universiteit Brussel as part of an Erasmus Programme. My project involved developing a sound-based localization method for determining the position of wireless sensor nodes. I developed an algorithm that would determine the position of a node in a cartesian system of coordinates by using sound via on-board speakers and microphone. Wireless nodes were running TinyOS, a real-time operating system and the code was written in nesC.

Interests

- sports: basketball, tennis, golf, table-tennis
- contributing to open source projects
- reading about computer science, software business, startups