

Ovidiu Giorgi

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EDUCATION *Bachelor of Computer Science,* 2015 - Present
University of Bucharest, Romania

EXPERIENCE *Frontend JavaScript Engineer* March 2016 - Present
4PSA, Bucharest, Romania

I'm working on a SPA that's a team collaboration tool. In our development process we use our proprietary framework that extends Google Closure. My responsibilities include:

- Designing and implementing new UI components and integrating them into the application or into the framework itself
- Improving the overall performance of the application
- Maintaining and developing micro-services that allow us to communicate to the backend via JSONRPC or WebSockets
- Discussing compatibility issues with the backend team regarding our REST API

Junior Software Developer October 2016 - March 2016
Bigstep Cloud LTD, Bucharest, Romania

- Worked on a project consisting of a Node application that features both a client and a server that support bidirectional JSON-RPC requests over a single WebSocket connection (it also works on simple HTTP). The project is up to the ES6 standard, includes async/await, and can be transpiled to ES5 while also featuring browser support
- Integrated the Nodejs application into the Bigstep API which improved its usage and extendability
- Developed and maintained code both front and backend, using technologies such as JavaScript, PHP and MySQL

Intern Software Developer July 2016 - October 2016
Bigstep Cloud LTD, Bucharest, Romania

SKILLS I'm most comfortable working with JavaScript, predominantly in a browser environment using HTML5 technologies while consuming REST APIs or using Websockets, but I'm also enjoying Node.js.

Notable skills and technologies:

- Frontend frameworks and related technologies: JavaScript (ES2017), React, Vue, HTML5, npm, Webpack, Single Page Apps, Progressive Web Apps

PERSONAL PROJECTS

- Class based object-oriented languages such as: C++ (STL), Java (servlets, JSP), C#
- Scripting languages: PHP, Python and markup/styling: HTML and CSS (LESS)
- Good algorithmic foundation

- *SpaceBound*

Lightweight 2D game developed in C++, using an open-source SDL based engine.

- *Optimum Arena*

Python application that allows you to get the optimum leaderboard (best time) for any problem from online judge site infoarena.ro.

- *Text Editor*

CLI basic text editor developed in C++. Some features include: insert, edit, erase, save, undo, redo operations and having multiple tabs open at the same time.

- *Arcade Games*

Game platform consisting of four arcade-like mini-games, developed in C#.