Tudor Sandulescu

Email **tudorsandulescu@outlook.com**   Mobile **07809251804**   Portfolio **https://tud.cool**

I am looking for a diverse opportunity where I can develop both my frontend and design skills as well as work on a user-facing product still finding its feet. My interests also include IoT, sound/lighting systems, connectivity, discoverability and game development.

Education

2015 – 2018   The University of Nottingham BSc Hons. Computer Science (First class)
2007 – 2015   Wilson's Grammar School

Key skills

Full Stack web development, C#, Java	No/SQL database design and implementation
Network programming (Client-Server, P2P)	Game design and development
AWS services (Lambda, EC2, S3 and more)	UX and UI design

Relevant experience

Expend (2018/19 onwards)
- Led the development of the Expend frontend from January 2019 onwards
- Managed the development of an outsourced app and the contractor working on it
- Designed mockups, vector art, animations, marketing materials and print media
- Led the company rebrand, redesigning the web app, mobile app and website

Capital One (2018)
- Worked on the data tribe's Jenkins pipeline. Main project was to unify artifact versioning across teams and projects in the tribe

Yoop.io Frontend Developer (2017/18)
- Redesigned and rewrote the majority of the frontend using modern web standards
- Applied redesigns and UX improvements to the Yoop mobile app

MHR Software Research Internship (2017)
- Designed and developed a mobile video interview app using React Native
- Developed an employee check-in app using Ionic with support for video-calling, state synchronisation using sockets and push notifications using Firebase

Computer Science Group Project: Capital One (2016/17)
- Designed and developed a secure mobile authentication system for Capital One
- Implemented the web app with Angular 2, Node and Express
- Managed the project, making sure all the components of the project developed by different people came together as a cohesive and polished system

Co-founder of Sleepy Studios – small game studio (2009 – present)
- Designed and programmed over 20 games primarily in Java and C#
- My first project, released in 2012, accumulated over 15,000 downloads
- My second and third commercial games, released in 2015 and 2018 respectively are available on Steam and to date have a combined sales total of over 20,000 units
- I participated in numerous game-making competitions, placing 6th out of 2538 in 2014