

RADU ANDREI POPESCU

STUDENT SOFTWARE ENGINEER

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 Woenselsestraat, Eindhoven

 [LinkedIn Profile](#)

 [My Website](#)

PROFILE

I'm a Back-end Software Developer with a solid background in Computer Science Engineering and Information & Communication Technology. I specialize in building and maintaining large-scale applications within collaborative, team-driven environments. My approach emphasizes clean architecture and optimizing features.

DIGITAL SKILLS

- C++, C#, Java, Kotlin, Python, R
(programming language), HTML, CSS,
Unity, Unity 3D, Godot
- Java Springboot, React, VueJs, ASP.net,
MySQL, Postgres

EMPLOYMENT HISTORY

D-CENTRALIZE

Software Developer

February 2024 – June 2024

- Contributed to [Pro6PP](#), a SaaS platform specializing in geospatial APIs for postal codes, street names, and coordinates across multiple countries. I was tasked with engineered scalable APIs and pipelines to process and validate multi-gigabyte datasets, ensuring high accuracy and compliance with regional geographic standards.
- Designed and implemented a proprietary algorithm to calculate distances between postal codes, improving time needed to process the datasets by halving it.
- Developed and worked with technologies such as Python, Flask, Google Cloud Platform, PostgreSQL and libraries such as Pandas and specific tools like Docker and Kubernetes.

EDUCATION

BACHELOR ICT & SOFTWARE DEVELOPMENT, GAME DESIGN

Fontys University of Applied
Sciences

August 2021 – Present

MINOR ABROAD IN COMPUTER SCIENCE

Instituto Superior de Engenharia de
Lisboa

February 2025 - July 2025

FONTYS VENLO PBL WORKSHOP

Fontys Venlo University of Applied
Sciences

February 2019 – February 2019

LANGUAGES

Romanian (Native)

English (Fluent)

Portuguese (A1)

PROJECTS

DEVELOPED A DASHBOARD AND MANAGED A TEAM

Canon Inc.

March 2023 — June 2023

- Created and implemented a Regression Test suite visualisation solution using RESTful API backend built with Java and Springboot Framework, a React frontend styled with CSS, and a MSSQL database, deployed on Docker, the key features that the application and website provided were: log in, user creation, test branch management, regression test management, error management, filtering and searching option and database storage.
- Contributed to multiple phases such as:
 - Analysing the current situation, problems and requirements from the client
 - Preparing project documentation (Plan, Research Document, UML diagram, Wireframes, Test Report)
 - Division of work between 6 people
 - Development of promised features
 - Testing final product
 - Presenting final solution

DEVELOPED AND DEPLOYED TO A CLOUD ENVIRONMENT

Eviden, Atos

September 2024 — January 2025

- Led development of an enterprise architecture-themed card game designed to help organizations visualize achievement goals, assess team dynamics, and align employee personalities with strategic initiatives.
- Optimized game logic and scalability using Java Springboot, and Apache Kafka.
- Containerized and deployed the platform on Google Cloud Platform (GCP) using Kubernetes, ensuring high availability and seamless scaling for enterprise clients.
- Integrated analytics to map gameplay outcomes to real-world organizational insights, enabling companies to identify collaboration gaps and improve team performance.

EXTRA-CURRICULAR ACTIVITIES

EXAM PROCTOR

Lumina Foundation, Bucharest International Theoretical High School of Informatics

November 2019 — November 2019

- Collaborated with an educational foundation, including senior stakeholders, in proctoring an exam for junior students
- Engaged with 80 junior students and several professors from across Bucharest
- Demonstrated patience, surveillance and comprehension while supervising test-takers in a quiet and controlled environment

VOLUNTEER

New trees for New life, Prahova County, Romania

March 2018 — March 2018

- Collaborated with regional governance in a large-scale tree planting initiative aimed at promoting sustainability.
- Supported the partnership between the volunteering event and the regional government of Prahova County, Romania, to foster community involvement in sustainable practices.
- Raised awareness about the importance of sustainability and environmental stewardship among the participating students and the broader community