



Ionut Costica

Full Stack Web Developer

Hello, I'm Ionut! I'm a Full Stack Web Developer & Web Application Developer.
I'm passionate about making great web sites & applications, both client and server-side.
I love creating programs with *engaging interfaces* and a *streamlined user experience*.
I like code that is *performant*, *elegant* and easily *maintainable*.



PROFILE

FULL NAME

Ionut Costica

BORN

20 May 1986

Timisoara, Romania

LINKEDIN PROFILE

<https://www.linkedin.com/in/ionutcostica>



WORK EXPERIENCE

JANUARY 2012 - CURRENT (3 YEARS, 5 MONTHS)

SC AEM SA

Web Application Developer

Developing Intranet Web Applications for AMR (Automated Meter Reading), meter configuration and report generation.

Technologies

Back-end: C#, ASP.NET, DevExpress, Microsoft SQL Server, MongoDB

Front-end: HTML5, CSS3, JavaScript, JQuery

Additionally, worked on improving the user interface and user experience of the application, and convinced the management to let me implement a caching system using MongoDB as a storage layer, which greatly improved overall performance and user experience.

SEPTEMBER 2011 - JANUARY 2012 (4 MONTHS)

West University of Timisoara Students' Union

Web Developer

Website optimization, database administration & optimization

Wordpress plug-in development

Technologies

Back-end: PHP, MySQL

Front-end: HTML, CSS, JavaScript, Mootools

MAY 2011 - JULY 2011 (3 MONTHS)

Yale University, professor Richard Yang

Undergraduate Researcher

Android application development using Adobe Flash & Adobe Flex.

Technologies

Applications: Adobe Flash, Adobe Flex

MARCH 2008 - MAY 2009 (1 YEAR, 3 MONTHS)

Maya (student group at *Yale University*)

Web Designer & Web Developer (part-time)

Web Design & Web Development for various other on-campus student groups.

JULY 2008 - SEPTEMBER 2008 (3 MONTHS)

Yale University, professor Holly Rushmeier

Undergraduate Researcher in Computer Vision & Computer Graphics

MARCH 2005 - AUGUST 2006 (1 YEAR, 6 MONTHS)

Freelance

Web Developer

Various Web Development and Web Design projects.

OCTOBER 2004 - FEBRUARY 2005 (5 MONTHS)

Wolfgang Engel

3D Graphics Programmer

3D Graphics programming (HLSL/GPU assembler), especially procedural algorithms for texture and object generation in real-time, working with the editor of the "ShaderX" book series.



CERTIFICATIONS

APRIL 2015

MongoDB Certified Developer Associate Level

The MongoDB Certification Program

Verify at https://university.mongodb.com/exams/display_certificate?license1=985&license2=645&license3=855

(License #: 985-645-855)

1999

Certified C/C++ Programmer

International Computer School

Certified by the *Romanian Ministry of Education*



COURSES

MARCH 2015 - MAY 2015

M101JS: MongoDB for Node.js Developers

MongoDB University

(<http://university.mongodb.com/>)

Finished course with a score of 100% placing me in the top 6% of the approximately 5000 students taking it.

Advanced Rendering

viCampus

Taught by *Wolfgang Engel*, editor of the *ShaderX* book series

Introduction to 3D Programming

viCampus



EDUCATION

SEPTEMBER 2007 - JUNE 2011

Bachelors Degree - Computer Science (candidate)

Yale University in New Haven, Connecticut, USA

SEPTEMBER 2005 - JUNE 2007, SEPTEMBER 2014 - PRESENT

Bachelors Degree - Computer Science in English (candidate, est. September 2015)

West University of Timisoara in Timisoara, Romania

PROFESSIONAL SKILLS

Web Development (Front-end)

90%



Web Development (Back-end)

90%



Database Programming

85%



General Programming

85%



3D Programming

70%

Graphics Algorithms

HLSL, GLSL, GPU

Assembler

OpenGL

DirectX

Maya plug-in
development (MEL
script/C++)

Blender plug-in
development
(Python)

Graphic/Web Design

60%

Adobe Photoshop

Adobe Illustrator

Adobe Flash

UI/UX

PERSONAL SKILLS

Creativity

Teamwork

Leadership

Black Magic (Coding
=)

CONTACT

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