



# Borz Alexandru Mihai

## Front End Developer

📍 Oradea, Romania    ✉ alexandru.borz94@gmail.com    ☎ (+40) 770 487 045    📅 10 Dec 1994  
in alexandru-borz    S alexandru.borz94    🐶 space-hound

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### PROFILE


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I love what I do and I'm very passionate about it. I rarely settle for less and always strive to become better and improve myself. I know that the learning part never ends as the things around us are constantly evolving. Sometimes I may like to work alone, but I understand the need and the value of teamwork, of communication and knowledge sharing. I know when to pay attention and when to listen and how important is to give and receive feedback.

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### PROFESSIONAL EXPERIENCE

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| <b>Front End Developer, Betfair (Pokerstars, International)</b>   | <b>Nov 2022 – present</b><br>Oradea, Romania       |
| - Description not available at the moment.   |  |
| <b>Web UI Trainer, SDA Academy</b>   | <b>Jan 2022 – Oct 2022</b><br>Romania              |
| - Teaching HTML, CSS, SCSS, JavaScript and React   |  |
| <b>JavaScript Developer, Globant</b>   | <b>Dec 2020 – Oct 2022</b><br>Cluj-Napoca, Romania |
| <b>Gate Keeper</b>   |  |
| - Holding interviews for Web UI candidates (HTML, CSS, JavaScript, React)  |  |
| - Writing reports for each interviewed candidate   |  |
| <b>Contractor at Adobe</b>   |  |
| - Developed Fides. An internal testing framework based on Playwright that can run tests (integration/e2e) on web apps with their APIs (an requests) fully mocked (offline) without a local server. It also had some requests recording capabilities and could generated mocks based on record files (to a certain degree). |  |
| - Developed an internal chrome plugin that could parse e2e tests outputs from Jenkins and displays them in a more readable manner with filter, group, search, etc. capabilities. It saved us a lot of time on tests validation.  |  |
| - Developed several scripts to automate tedious tasks (generate test suites, scrape and parse java test files producing helpful statistics, prevent commits based on certain conditions, etc.)   |  |
| - Developed several business React components with React Spectrum and PostCSS.   |  |
| - Participated on support duties (test validation, solving bugs, deploys, etc.)  |  |
| - Wrote unit, integration (big bang approach) and e2e tests (JavaScript, Jest, Fides, Playwright, Java, Selenium, Selenide)  |  |
| - Refactored a medium to big project in order to migrate to a different component library.   |  |
| <b>Front End Developer, Berg Software</b>  | <b>Sep 2019 – Dec 2020</b><br>Oradea, Romania      |
| - Development and maintenance of SAP applications  |  |
| - Using SAPUI5 (JavaScript ES5) as a framework   |  |
| - Using standard and extending existing SAPUI5 components  |  |
| - Used XML as views for components and consuming OData services  |  |
| - Writing reusable controls/functions libraries.   |  |
| - Writing technical and UX documentations  |  |

- Managing a team of 2 developers
- Making architectural decisions for the front end

#### Full Stack Developer, EKKODE DEV SRL

- JavaScript, AJAX, jQuery, Vue.js, Webpack
- HTML, Twig, CSS, SCSS, Bootstrap
- PHP, Symfony Framework, SQL, Doctrine
- Wordpress (unfortunately)

Nov 2017 – Dec 2018  
Oradea, Romania

Some projects that I worked on: [clicktire](#), [elecocite](#), [horstherman](#).

### EDUCATION

#### Bachelor Degree, Universitatea din Oradea, Faculty of Sciences

- Profile: Computer Sciences

2016 – 2019  
Oradea, Romania

#### High School Diploma, C. N. Octavian Goga

- Profile: Mathematics - Computer Science (Intensive C.S.)

2009 – 2013  
Margita, Romania

### SKILLS

Teamwork | Sociable | Patient | Honest | Highly Motivated | Attention to Details | Responsibility

### TECH SKILLS

HTML	● ● ● ● ●	CSS	● ● ● ● ●
PostCSS	● ● ● ● ●	SCSS	● ● ● ● ●
Bootstrap	● ● ● ● ●	Tailwind CSS	● ● ● ● ●
JavaScript	● ● ● ● ●	Node.js	● ● ● ● ●
React	● ● ● ● ●	Vue.js	● ● ● ● ●
Next.js	● ● ● ● ●	Express.js	● ● ● ● ●
MongoDB	● ● ● ● ●	Mongoose	● ● ● ● ●
Electron	● ● ● ● ●	PHP	● ● ● ● ●
Java	● ● ● ● ●	SQL	● ● ● ● ●
Playwright	● ● ● ● ●	Webpack	● ● ● ● ●
Docker	● ● ● ● ●	Git	● ● ● ● ●

### COURSES

The Complete JavaScript Course 2020: Build Real Projects!, [Udemy](#)

React - The Complete Guide (incl Hooks, React Router, Redux), [Udemy](#)

Vue - The Complete Guide (incl. Router & Composition API), [Udemy](#)

The Complete Sass & SCSS Course: From Beginner to Advanced, [Udemy](#)

NodeJS - The Complete Guide (MVC, REST APIs, GraphQL, Deno), [Udemy](#)

Learn and Understand NodeJS, [Udemy](#)

Electron for Desktop Apps: The Complete Developer's Guide, [Udemy](#)

The Web Developer Bootcamp, [Udemy](#)

Learn Symfony 3 framework by practical examples, [Udemy](#)

Java Development Module, [Scoala Informala De It](#)


- Basic HTML/CSS/JavaScript
- OOP Concepts, Spring MVC, Basic SQL
- Final Project - Simple CMS Web Application

May 2016 – Sep 2016  
Oradea, Romania

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## PERSONAL PROJECTS

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Driven by curiosity, willing become better and learn more than what I was taught in college, I spent a great deal of my free time, doing anything related to programming that came into my mind. Helping friends and colleagues, even teaching them in some cases. Constantly searching to learn more and improve myself. See on GitHub (<https://github.com/space-hound> ).

Even though they are small projects, through them I managed to master many important concepts in programming and JavaScript. Concepts such as: hoisting, concurrency model and the event loop, inheritance and the prototype chain.

Some of my projects:

- boilerplate-react-app  (<https://github.com/space-hound/boilerplate-react-app>)
- boilerplate-express-api  (<https://github.com/space-hound/boilerplate-express-api>)
- slots  (<https://github.com/space-hound/archive/tree/main/electron-slots#readme>)
- ageofwar  (<https://github.com/space-hound/archive/tree/main/web-ageofwar#readme>)
- mcgive  (<https://github.com/space-hound/archive/tree/main/web-mcgive#readme>)
- vanillaquery  (<https://github.com/space-hound/archive/tree/main/web-vanillaquery#readme>)

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## LANGUAGES

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- Romanian
- English

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## INTERESTS

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- RPG Games
- Reading
- Cooking