Tănase Gula

Curriculum Vitae

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Education

2015–2018 Master's Degree in Computer Science

Faculty of Automatic Control and Computer Science, University Politehnica of Bucharest Advanced Software Services.

2011–2015 Bachelor's Degree in Computer Science

Faculty of Automatic Control and Computer Science, University Politehnica of Bucharest.

Work Experience

May 2016 present

May 2016 Android Developer Greener Pastures.

Participated in complete development cycles by owning the release of new features, from proper analysis, planning, development, testing and enhancement of the code.

- Analyzing UI/UX and consulting with the client.
- Collaboration with product owners, designers, other developers.
- Prototyping new features for in production apps.
- Refactoring the code base to leverage the latest in Android development.

Developed Android apps for projects of different sizes: from emulating the Android OS functionalities to simple, serverless apps.

Developed a Xamarin. Forms app (iOS and Android) with Firebase backend.

May 2014 **QA Engineer** Endava Bucharest.

Apr 2016

- o Service Level Testing with Scala and Akka in a microservices architecture.
- o Test Framework and DSL in Scala and Akka for generating SLT flows.
- Test Framework Development in Selenium WebDriver with Java and C#.

Side Projects

2016 Bikla - bike renting made easy.

Bike sharing project that comes as a viable solution to pleasantly avoid Bucharest's crowded trafficy. Android app and Scala server, with Python enabled smart racks.

2015 Visualization tool for Earthquakes.

Paper accepted at the Workshop-ADiS-2015: The 6-th International Workshop on Autonomic Distributed Systems and for publication in IEEE CPS Conference Proceedings. Implemented in Java, using ArcGIS SDK.

- 2015 Carbon Spaced Repetition Learning App.
- 2015 Science TV YouTube science channels aggregator.

Competitions

2016 Innovation Labs 2016 - Bikla.

Bucharest finalists

2014 BEST Engineering Marathon - Federated Search Engine by Endava

Technologies: Java Servlet + Javascipt, CSS and HTML.

First Place (Git)

Technology Stack

Programming o Kotlin, Java

Languages \circ SQL

 \circ C# / Xamarin experience

Frameworks o Android MVVM and Data Binding

and Libraries • RxJava (RxAndroid, RxKotlin)

o Retrofit, Dagger, Picasso, Android Room

Misc. o Linux, Bash

∘ Scala, Python, C/C++

 \circ OpenGL and glsl shaders

Languages

Romanian Native

English Advanced

Personal Skills

Communication gained through my experience in public speaking by of the spokespersons to Skills represent the faculty in schools around the country, and by representing my employers to the client and at different job fairs.

Learning Skills demonstrated by working with multiple languages and technologies.

Interests

- Programming and new technologies
- Android Development and Design
- Reading, Traveling