TIBERIU-IOAN BOȘCAN

JUNIOR FRONTEND WEB DEVELOPER

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EDUCATION

Master of Advanced Techniques in Digital Imaging | OCTOBER 2024 – PRESENT

ETTI Faculty, Politehnica University of Bucharest

Yearly Average: **9.16**

Bachelor of Computer Science | OCTOBER 2021 – JULY 2024

Faculty of Mathematics-Informatics, Transilvania University of Brașov

Final Grade: **9.75**

TECH SKILLS

- UI/UX Design
  - Figma
- Front-end Development
  - HTML, CSS, JS
  - TypeScript
  - Angular
  - React
  - Next.js
  - Git
  - Bootstrap
  - REST APIs
- Back-end Development
  - Java
  - C#
  - Spring & Spring Boot
  - ASP.NET
  - SQL
- Mobile Development
  - Flutter
  - React Native

EXPERIENCE

INTERN BACKEND DEVELOPER – Société Générale

JULY 2025 – PRESENT

- Contributed to the backend of a large-scale CFD trading platform as part of the Panther team, used by major banks such as Commerzbank.
- Worked on end-of-day (EOD) operations, synchronization processes between internal servers, market maker price feeds, and the frontend web server.
- Collaborated closely with frontend developers and senior backend engineers to ensure seamless data flow and system reliability.

INTERN FRONTEND DEVELOPER – Société Générale

FEBRUARY 2025 – JULY 2025

- Contributed to the Panther frontend team, developing and enhancing React and React Native components for a CFD trading application, with a primary focus on improving accessibility.
- Played a role in revamping and optimizing the application's overall flow, implementing solutions to enhance performance and usability, while consistently meeting project deadlines.
- Received positive feedback from the tech lead, business analyst, and clients for timely delivery and effective communication.

JUNIOR FRONTEND DEVELOPER – Waters Corporation

DECEMBER 2023 – DECEMBER 2024

- Developed new user stories, fixed bugs, created and reviewed pull requests in multiple Angular projects, such as the Alliance iS HPLC System Kiosk, Console, and Method Editor apps, to meet specific team goals.
- Collaborated closely with UI/UX designers and backend developers to implement and integrate new features. Actively participated in Agile ceremonies, including daily stand-ups, sprint planning, and tech reviews.
- Troubleshot and resolved performance bottlenecks and bugs, ensuring optimal application speed, stability, and user experience.

SOFTWARE AUTOMATION INTERN – Waters Corporation

DECEMBER 2022 - DECEMBER 2023

- Developed BDD tests, fixed bugs, and refactored a critical part of the logging mechanism in a Python-based internal testing tool.
- Documented work clearly through code comments, README, and Confluence, while communicating progress effectively to the team.