

Teodor Grigor

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[GitHub Profile](#) | [LinkedIn Profile](#) | [Portfolio](#)
OOP (Kotlin, Java, C++, PHP, Python),
MVVM, Jetpack Compose, REST APIs, Git

EXPERIENCE

MarleySpoon

Android Developer - Freelancer

June 2023 – Jan 2023

- Design, develop and maintain high-quality Android applications
- Collaborate with cross-functional teams to define, design and ship new features
- Identify and fix bugs, improve application performance and overall user experience
- Stay up-to-date with new Android development technologies and industry trends
- **Tech Stack:** Kotlin, XML, MVI Pattern

Wave Studio

Android Developer - Freelancer

May 2021 – May 2022

- Worked in an Agile team and with relevant teammates from different departments
- Managed applications with 200M+ instals and 1M+ users active daily
- Used REST APIs to query the company's platform
- **Tech Stack:** Kotlin, Java, XML, MVVM Pattern

ZeoFlow | Northampton, United Kingdom

Lead Android Developer

May 2019 – April 2021

- Drafted technical documents, including whitepapers.
- Created the Android mobile application in Android Studio as well as testing the lifecycle and bring improvements to the memory usage
- Built a REST API to provide features for login, register, user view, posts view and different other tasks
- **Tech Stack:** Kotlin, Java, C++, XML, PHP, MVVM Pattern

Contar.io | Brasov, Romania

Lead Android Developer

September 2019 – October 2019

- Developed an android application in Android Studio for an online platform and led a team of 3 android developers.
- Built a REST API to provide features for login, register, profile view and other tasks from the application.
- **Tech Stack:** Kotlin, Java, XML, PHP, MVVM Pattern

DolphPire | Brasov, Romania

Lead Android Developer

March 2018 – August 2019

- Designed, developed, tested and released different features for the company's applications.
- Used REST APIs to pull server data and display on the applications.

Android Developer

September 2017 – February 2018

- Interpreted the System Requirements Specification and System Design Specifications and developed solutions for the problems.
- Worked with the company's Product Manager, Mobile Lead and UX/UI specialists to understand the business requirements

FronzeCode | Brasov, Romania

Junior Android Developer

November 2016 – August 2017

- Worked as part of a team of 2 developers to develop and design application components.
- Worked closely with the teammate to establish problem specifications and system design.

Education

University of Northampton | Northampton, United Kingdom
Games Programming BSc (Hons)

September 2019 - June 2022

- **Relevant Courseware:**

- Artificial Intelligence Techniques (CSY3025)
- Databases (CSY1026)
- Fundamentals of Computing System (CSY1043)
- Game Techniques (CSY1024, CSY2034, CSY3030)
- Graphics (CSY2033, CSY3028)
- Group Project (CSY1025, CSY2035, CSY3031)
- Indie Games Development (CSY2058)
- Mobile Application Development (CSY2061)
- Modern Network (CSY2026)
- Native Programming and Compilation (CSY2059)
- Problem Solving and Programming (CSY1020)
- Simulation and Dynamics (CSY3045)
- Video Games Architecture and Optimisation (CSY1044)

ACTIVITIES, LEADERSHIP AND AWARDS

University Competitions

1st Place in the Digifest Hackathon (out of 7 teams)

April 2020

- **Description:** Built a web application and unity game for a project to make the learning easier for students.

MIT App Inventor | Most Liked Application (out of 177850 apps)

April 2016 - September 2020

- **Description:** Built an android application (Social Network App) on the AI2 App Inventor Platform that connects to Firebase Database and lets the user create different posts.

ZeoFlow | Open Source Software

March 2021 - December 2022

- **Description:** Building open source libraries at ZeoFlow ([view here](#))