Theodor Stancu

Versatile software developer with a deep-seated enthusiasm for programming languages, compiler technology, and data engineering.

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Education

B.S in Computer Science, Faculty of Mathematics and Informatics - University of Bucharest (2021 - present)

- Final year

Master's Program - LUCA School of Arts (2016 - 2017)

- Film Directing | Brussels

Bachelor's degree, The National University of Theatre and Film "I.L Caragiale" (2010 - 2013)

- Film and Television Directing | Bucharest

Bachelor's degree, The Bucharest University of Economic Studies (2007 - 2010)

- Marketing | Bucharest

Experience

IT DevOps Engineer - Procter & Gamble (Aug 2022 - Apr 2023)

- Developed and managed dashboard applications used in manufacturing
- SQL, SQL Server, Bash scripting, Windows Server, Microsoft Azure, Thingworx, Databricks

Thingworx Developer - Connections Consult (Aug 2021 - Aug 2022)

- IoT development in Thingworx
- JavaScript, SQL, html css, Thingworx

Game Designer - Atypical Games (Aug 2020 - Aug 2021)

- game and sound design
- in-house engine built in C++

Film Teacher - American International School of Bucharest (Mar 2020 - Jun 2020)

- An opportunity to teach presented itself, so I decided to take a break from the gaming industry and teach filmmaking to highschoolers.

Game Designer - Atypical Games (Oct 2019 - Mar 2020)

- game and sound design
- in-house engine built in C++

Quality Assurance Engineer - Zitec (Sep 2019 - Oct 2019)

- Automated and manual testing
- API testing
- PHP, HTML, MySQL, JavaScript, CSS, Selenium, Redmine, gherkin, behat, Agile/Scrum

Software Tester - Zitec (Sep 2018 - Sep 2019)

QA Trainee - Zitec (Jun 2018 - Sep 2018)

Workforce Analyst - Teleperformance Romania (May 2018 - Jun 2018)

- Monitor real-time queue and adherence reports to ensure service level and response time objectives are met
- Generates and analyzes reports to update management regarding call metrics
- Tracked the impact to service centers of system downtime and existing support issues to assist with planning for future down time

Agent, Teleperformance Romania (Oct 2017 - May 2018)

- Call Center agent

Game Tester, Ubisoft (May 2014 - Aug 2014)

Skills

Programming: Thingworx, Javascript/Node.js, C#/.NET, Server SQL, Azure Databricks, HTML/CSS, Unity

Media: Adobe Photoshop, Adobe Premier, Wise Sound, FMOD

Projects

- Co-programmer of East-West Cinema German film retrospective in Bucharest (2016)
- Contributing editor and photographer - Film Menu (print & online cademic film journal)
- Ciné-club moderator – Film Menu

Certifications

- ORACLE Database Design and Programming, Introduction to 9i: SQL Certification (Sep 2005)

Others

Driving License Category B