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📍 Frederiklaan 1-42, Eindhoven

# Luca Stefan Tomescu
## COMPUTER SCIENCE STUDENT

### Portfolio : https://isoportfolio.vercel.app/

## SKILLS

- Web Design
- Design Thinking Wireframe Creation
- Back End Coding
- Front End Coding Problem-Solving
- DataBases
- Interactive Media Design
- UX/UI
- Game Development
- Mobile Development

## SOFTWARE

- Office 365
- Adobe
- Blender
- GitLab/GitHub

## CODING LANGUAGES

- C#
- C++
- Python
- JavaScript HTML/CSS
- ThreeJS MySQL MogoDB
- React , React Native

## EDUCATION

### HIGHSCHOOL

Liceul Teoretic C.A. Rosetti,

Matematica-informatica 2018-2022

### BACHELOR OF ICT

Fontys Hogeschool

2023 -

## LANGUAGE

English
Romanian
German

Aspiring designer/developer with a solid foundation in software development principles from my studies, including proficiency in HTML, JS, React, React Native, Python, and C++, and practical experience through academic projects. Passionate about problem-solving and technology, I have enhanced my skills through designing and developing numerous projects. Eager to apply my technical knowledge and collaborative skills in a dynamic team environment to contribute to innovative software solutions.

## EXPERIENCE

### SOFTWARE DEPLOYMENT

Cons IT International SRL    2022

I specialized in automating and streamlining software deployment processes, utilizing Chocolatey for package management to efficiently deploy applications across Windows environments. Deploying customized Windows images, optimizing system setups for varied project requirements. Managing networking and server configurations, ensuring robust, secure connectivity, and reliable infrastructure performance

### UNIVERSITY PROJECTS

Mario and Luigi's Pizzeria (food ordering app) 2023

I spearheaded the development of an application using PyQt, marking my first foray into Python GUI libraries. This project was an excellent opportunity to deepen my understanding of Python for desktop application development.
I implemented SQL for local database management, enhancing data storage and retrieval efficiency, and integrated Firebase for robust online database functionality.
Additionally, I designed and deployed a complementary website, hosted on a local server I established, showcasing my versatility in full-stack development. This project not only expanded my technical skills but also demonstrated my ability to innovate and implement comprehensive software solutions entirely in Python.

## StaySync (student housing app)
2023

In the StaySync project, I was instrumental in developing a platform designed to revolutionize communication and problem-solving within student housing environments. Utilizing C#, I implemented crucial features such as a complaints module and stock tracking for all users, enabling effective management of resources and issues. Additionally, I developed a 'Forget' system to enhance user experience by facilitating easy recovery of forgotten information.

This project significantly bolstered my expertise in C# and deepened my understanding of object-oriented programming, including the use of classes, inheritance, and polymorphism, thereby strengthening my software development skills in creating complex, user-centric applications.

## Fauna51 (Online Art Gallery)
2023

Fauna51 was an innovative project where I honed my web design and development skills by creating an online art gallery specifically tailored for a young audience aged 5-8 years.

My role involved designing an engaging and visually appealing website using HTML, CSS, and JavaScript, with a particular focus on user-friendly interfaces that captivate children's imagination.

I introduced a dynamic element to the site with Three.js, creating interactive 3D model animations that enrich the user experience.

Additionally, I integrated Formspree for contact forms, enhancing the gallery's functionality and accessibility. This project was not only a platform for artistic expression but also a valuable learning experience in designing for a specific target audience, requiring extensive research and documentation to ensure the content was both appealing and appropriate for young users.

## Game development Unity

In an ambitious game development project, I leveraged Unity and C# to bring my creative vision to life, designing and coding a game from the ground up. Utilizing Blender, I crafted unique game elements, setting the stage for an immersive gameplay experience.

This project deepened my understanding of object occlusion in C#, enabling me to efficiently manage and optimize the visibility of objects in complex scenes.

I implemented sophisticated movement mechanics, allowing for fluid navigation through the game's XYZ coordinates, and integrated object collision detection to enhance the realism and interactive dynamics of the game environment.

Additionally, I tackled challenges such as AI character programming and optimizing game performance, which broadened my skills in Unity programming and game design. This comprehensive development experience not only honed my technical abilities but also enriched my problem-solving toolkit, preparing me for future endeavors in game development.

## Veneman en de Groot -
Branding project 2024

Created complete brand identity for Dutch music duo Woody Veneman and Truus de Groot, focused on preserving dive bar culture. Developed moodboards and stylescapes, initially using dive bar neon aesthetic before pivoting to emotional "nighttime moonlit" palette with purples, blues, and pinks. Conducted extensive research including analyzing client's lyrics, Instagram art recommendations, and dive bar atmosphere to understand their neo-smartlappen music genre. Successfully integrated client feedback through iterative design process, shifting from dark dive-bar aesthetic to modern, abstract style that better matched their vision. Learned and utilized new software (Photoshop, After Effects, Blender) while managing project workflow with Trello boards. Delivered final brand identity that received positive client feedback for artistic direction and emotional resonance with their music and cultural mission.

Hike One - Media
Campaign UX Project - 2024

Redesigned the "Calculate Your Premium" health insurance process for Dutch provider CZ, focusing on creating a more user-friendly and visually cohesive mobile experience. Conducted comprehensive research including usability heuristics analysis, user testing, and competitor analysis to identify key areas for improvement in consistency, clarity, and accessibility. Developed mobile prototypes in Figma with iterative design improvements based on user feedback, including horizontal alignment adjustments, "most popular" button redesign, and dual-drop-down structures for better information balance. Successfully integrated user testing feedback to refine the interface, addressing visual inconsistencies and improving overall usability while maintaining the core functionality that users found effective. Used Trello boards for structured project management and task organization, ensuring steady progress through design phases and meeting project milestones effectively

## Personal Work

Holleman - Website Redesign
Contract with Holleman
(Summer 2025)

During my summer work at Holleman, I was responsible for designing, prototyping, and developing a fully functional digital platform. The process started with creating an interactive prototype based on stakeholder input and preferences, ensuring that the design aligned with their goals and usability expectations. After validating the concept through feedback and iterative testing, I moved into the development phase  building the website and a dynamic admin interface using React for the frontend and Strapi as the headless CMS.

The admin interface was designed to allow stakeholders to easily update and manage content on the live site without technical assistance. Once the system was fully tested and validated, I deployed both the website and the admin panel using Railway, ensuring a stable and efficient deployment process. This project strengthened my skills in UI/UX design, frontend development, stakeholder collaboration, and deployment workflows, while giving me hands-on experience in translating user requirements into a working digital product.

https://holleman.vercel.app/

Refuture - Web Application - 2024-2025
 Development ProjectReact

I worked on the technical development of a comprehensive web application for immigrants/refugees in the Netherlands, focusing on language learning, job searching, and official document guidance. Set up the complete React application architecture including React Router for seamless navigation, created a robust authentication and profile management system using React 19.1.0 with functional components and hooks, Node.js/Express backend with proper middleware structure, MongoDB with Mongoose for data modeling, and JWT-based authentication with bcrypt password hashing. Developed user stories to document application requirements and functionality, created an iterative logo design process that evolved from simple text to dynamic wave-based designs representing professional growth and future progress. Conducted comprehensive research including mobile app design analysis, employer interface research, and created detailed advisory reports outlining technical strengths and future improvement strategies with three-phase implementation roadmaps covering infrastructure improvements, user experience enhancements, and integration features. Successfully managed team collaboration through proper Git repository setup with .gitignore configuration, enabling simultaneous development without conflicts while maintaining organized code structure and documentation for seamless team integration.