FULL STACK WEB DEVELOPER

ABOUT ME

Passionate Full Stack Developer with a strong focus on algorithms and back-end development. I bring extensive experience in creating efficient, scalable web applications, emphasizing robust server-side logic and meticulous database management. Eager to contribute to innovative projects and solve complex problems with optimized solutions. Known for my eagerness to grow professionally and my teachable nature, I thrive in collaborative environments where knowledge sharing and continuous learning are valued.

EDUCATION

Bachelor of Computer Science

Universitatea Tehnica Cluj Napoca
Faculty of Automation and Computer Science

2015-2019

High School Degree

National College "Liviu Rebreanu" – Mathematics & Informatics intensive Bistrița

2011-2015

LANGUAGES & TEHNOLOGIES

React	Ruby
Java Script	C/C++
Node JS	HTML
REST API	CSS/Boostrap
JQuery	MUI Material
WebSockets	Mysql
Ajax	PostgreSql
Java	Git

PROFESSIONAL EXPERIENCE

05 / 2024 - Pres.

Full Stack Web Developer

Smart Box Digital,- Romania, BN, Rodna
Was part of a team that developed a web application for booking shipping products. Focused on creating a responsive and intuitive user interface using HTML, CSS, and JavaScript, while leveraging Node.js for back-end development and MongoDB for database management. The role involved extensive API integration to ensure real-time data exchange with third-party services, significantly enhancing the booking process's efficiency.

09 / 2020 – 04 / 2021

Fronet-end Web Developer

FOUND CO - UK, London
Participated in the design and implementation of engaging user interfaces and interactive features for web projects. Utilizing the expertise in HTML, CSS, and JavaScript, collaborated closely with cross-functional teams to translate design concepts into responsive and visually appealing web pages. I ensured seamless integration of backend functionalities, optimizing performance and usability across multiple browsers and devices.

07 / 2018 - 11 / 2019

Full Stack Web Developer

Takeoff Labs - Romania, Cluj Napoca

As an integral member of a collaborative team led by a team lead, contributed significantly to the development of Plan Hero, a robust web application built with Ruby on

Rails for efficiently organizing group events. The responsibilities included implementing key features for developing the app. We utilized Ruby for backend development, PostGreSql for database management, and crafted the frontend using the HAML templating system, along with CSS, Bootstrap, JavaScript with React, JQuery and Ajax.

PERSONAL PROJECTS

- **Lane detection in real time using image processing (Bachelor Thesis in C++)**

  The project involved implementing algorithms such as region of interest (ROI) identification, edge detection utilizing Gaussian filtering, and the Canny edge detection algorithm. By applying these techniques, developed a robust system capable of accurately detecting lane markings in real-time video streams. This work not only enhanced my proficiency in C++ programming but also deepened the understanding of image processing principles.

- **A mini social media web app build   in Ruby/HAML/CSS**

  The app had a register/login authentication for users. As a registered user you could had a profile photo and description, post something, with image and text as de short description, watch your feed with the newest posts of your friends and like the posts.

- **E-Store in Java**

  The project incorporated object-oriented principles and utilized Java Swing for the graphical user interface. It demonstrated the proficiency in Java programming and software design for creating a functional and user-friendly online shopping experience.

- **Basis 3 Microprocessor**

  The projectwas implemented in Xilinx Vivado on an Basis 3 board with VHDL language. The purpose of the project was to create a microprocessor of 24-bit that was able to calculate 15 code liness of 24-bit written as 0 and 1.

- **FPGA display VHDL**

  The project was developed using Active-HDL on an FPGA board, where applied a diverse range of algorithms to enhance functionality. The main objective was to create an interactive display featuring dynamic animations alongside text messages. This involved designing and optimizing algorithms for efficient animation rendering and message display, ensuring seamless performance on the FPGA hardware platform.