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Education

Babes-Bolyai University

Sep. 2021- Jun. 2024

B.Sc. Computer Science and Mathematics

Relevant Courses: Object Oriented Programming (C++), Algorithms and Programming (Python), Data Structures, Databases (SQL), Operating Systems (Linux), Web Programming (HTML, CSS & JavaScript)

Experience

Navitech Systems

Dec. 2025 – Present

Junior Full-Stack Software Developer

- Full-Stack Development: Contributed to the development and maintenance of web applications, delivering new features and improving existing functionality.
- Frontend: Built responsive user interfaces using JavaScript/TypeScript (e.g., React, Svelte), focusing on usability and performance.
- Backend & APIs: Implemented REST APIs (e.g., NestJS), integrated services, and ensured reliable data flow.
- Database: Designed and optimized SQL queries to support features and improve performance.

Projects

Suceava Live Bus Map

Jan. 2025

Real-time bus tracking and route planner

TypeScript, Next.js, React, Leaflet, Node.js

- Developed a full-stack web application in **TypeScript** using **Next.js** and **React**, integrating **Leaflet** for interactive map rendering and custom markers/polylines.
- Implemented backend API routes in **Node.js** to fetch live GPS data, persist bus traces, and generate per-line routes.
- Built a data-cleaning and geometry pipeline (noise filtering, spike removal, median smoothing, polyline simplification) to transform raw GPS points into stable route polylines.
- Designed a route planner supporting direct and 1-transfer trips, computing boarding/transfer stops based on proximity and line intersections and returning walk + ride segments.
- Added geolocation features to track the user's position, compute the nearest bus, and highlight the best approaching bus using direction-aware route projection.

Spotify Artist Data Fetcher

Sep. 2024

Spotify artists data visualization tool

Javascript, Typescript, Python, Git

- Created a Spotify visualization tool using the Spotify API that retrieves information about artists
- Implemented API integration that fetches real time data such as monthly listeners, followers, top locations
- Designed a user friendly interface, using React components and Next.js for performance
- Applied data manipulation and analysis techniques to process and present the API responses effectively, ensuring data accuracy and smooth user interactions.

Box Ninja

Jan. 2023

Fast-paced 2D platformer game using Unity

C#, Unity Engine

- Implemented basic game functionalities using **C#**, such as collision detection, enemy spawns, camera angle.
- Added sound effects and animations on-kill for player immersion
- Conducted many play-tests to identify and fix bugs, refine the mechanics and optimize performance
- Designed a user interface and added game difficulty selection

Skills

Languages:

Python, C++, C#, SQL, HTML, CSS, JavaScript, Typescript

Frameworks:

React, Next.js, Svelte, Nest.js

Technologies & Tools:

Git, Linux, Postman, Docker

Databases:

MySQL, PostgreSQL

