

Alexandru Oprean

.NET Fullstack Web Developer

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<https://oprean.net> 

<https://github.com/alexOprean> 

Profile

- Curious and open-minded developer with 5 years of experience in an international environment;
- Ambitious, positive and hardworking;
- Proven ability in delivering high quality software;
- Results driven professional with good technical skills and willingly to keep up with the latest technologies in the field;
- Good time management, resourceful and I adapt really fast to changes;

Certification

- [Exam 70-483: Programming in C#](#)
- [Microsoft AZ-900: Azure Fundamentals](#)
- [Microsoft DP-900: Azure Data Fundamentals](#)

Experience

01.02.2019 - PRESENT

.NET Fullstack Web Developer / Nagarro-iQuest, Craiova

Project/s type: Banking, financial services and insurance (BFSI)

Team Size: 15-60

Technologies: .NET/.NET Core, Angular 6+, HTML, CSS (SASS), Entity Framework, SQL Server, CosmosDB, Typescript, RxJS, DevExtreme, KendoUI, iTextSharp, Azure AD, Azure Compute Services, Azure Serverless Services, MSTest, Swagger

Tools: Git, Jira, Azure Boards, Azure DevOps, Powershell

Accomplishments:

- Project Technical Onboarding for all new team members;
- Helping Junior Developers grow their technical skills;
- Handled the flow for Client Azure Authentication & Authorization;
- Documents generation & encryption;
- Created different code generation tools with the role of automation for repetitive processes;

- Refactored monolith application into multiple smaller services;
- Different Technical & Performance improvements proposals & implementation;

01.04.2016 – 01.02.2019

Gameplay Programmer & Online Programmer / Ubisoft Entertainment Romania

Released Titles:

- War Odyssey (SLG)
- Draw Race 3 (Racing)

Team Size: 3-30

Technologies: Unity3D, .NET Framework, C++, Lua, Python, SQL Server, Redis, MongoDB, Pyramid Framework, pytest

Tools: Perforce, Jira

Accomplishments:

- Ownership over game management tool development;
- Improved performance over game localization system and font management system;
- Handling different bugs on proprietary game engine that was used in multiple Ubisoft studios;
- Ownership over multiple game parts: sound management system, different UI systems and multiple game modes;

Education

15.01.2015 – 15.06.2015

Erasmus / Buskerud and Vestfold University College, Norway

Courses:

- Applied Software Development (creating a chess game using Java and Design Patterns);
- E-Commerce (creating a plan for a Norwegian company that want to make e-commerce);
- Barnfind Technologies AS – Internship (R&D department);

01.10.2013 – 01.10.2017

Bachelor's Degree, Multimedia Engineering / Faculty of Automatics, Computers and Electronics, Craiova