

PERSONAL INFORMATION

Radu Ionut Dan



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Sex Male | Date of birth 02/10/1989 | Nationality Romanian

JOB APPLIED FOR POSITION

Technical Lead / Lead iOS Developer

WORK EXPERIENCE

August 2018 - Present

Technical Lead / iOS Lead

Deloitte Tehnologie, Bucharest, Romania, <https://www2.deloitte.com/>

Software development philosophies, methodologies, frameworks

- Agile, Iterative and incremental development, Kanban

Technology stack

- Google Cloud Platform
- Tools: Confluence, JIRA, Bitbucket, GitLab, GitHub Enterprise
- Programming languages: Swift
- Frameworks / SDKs: Cocoa Touch

Achievements and responsibilities

- As an iOS Lead
  - promoting a positive engineering and team culture
  - helping the Bucharest centre mobile team (~10 members) grow by providing Lunch & Learns, Tech Talks, regular catch-ups and meetups
  - helping the team formed of 3 iOS developers to overcome obstacles / blockers
  - helping the team accomplish their goals by communicating task expectations, planning, monitoring and appraising job results
  - being a mentor to the team, coaching, counseling team members and coordinating day to day tasks
  - being responsible of code review for the developments done by other developers and ensure all the guidelines are respected, keeping a high quality code
- As a Technical Lead
  - assuring the end-to-end solution design for the team (~15 members), creating solution proposals
  - working close with the Architecture team
  - doing RAID analysis to identify key risks, assumptions, issues and dependencies
  - doing due diligence as far as analysis and design of the project
  - leading the implementation and support of technological solutions
  - ensuring product's quality, security and responsiveness
  - working close with the product owner to have a clear vision of core functionalities and technical customizations expected by business
  - translating features, epics into technical specifications
  - being responsible for technologies / framework of the app and ensuring compliance with integration of additional SDK / frameworks
  - documenting key decisions, creating technical documentations

September 2016 – August  
2018

- following release cycles and commitment to deadlines.

**Business or sector** IT Software, Consulting

### iOS Developer

DB Global Technology, Bucharest, Romania, <https://www.db.com/>

Software development philosophies, methodologies, frameworks

- Agile, Iterative and incremental development, Scrum, BDD, DDD, Fibonacci scale (Planning Poker)

Technology stack

- Programming languages: Swift, Java, Bash
- IDEs: Xcode, Android Studio, IntelliJ
- Frameworks / SDKs: Cocoa Touch, Cucumber, Quantum Dev Kit, AFNetworking, Crypto Swift
- Web Services: Rest

Achievements and responsibilities

- developed four main features for DB Mobile App
- creating and maintaining technical specifications, project documentation
- assuring quality by writing Unit and UI tests
- adopting and using a branching strategy for multiple releases
- reviewing code via pull requests
- being part of the interview process and conducting technical job interviews for iOS positions
- developing the core of the Automated Testing Framework and writing automated tests
- creating scripts for triggering builds in CI server

**Business or sector** IT Software

March 2016 – September 2016

### Team Leader

Belor Soft, Bucharest, Romania, <http://www.belor.fr/>

Responsibilities

- creating estimations and time frames for incoming projects
- creating technical specifications, project documentation
- splitting projects into tasks and subtasks and assign them to the team members
- delivering releases, deployments and quality assurance of the product
- mentoring and coaching junior developers
- reviewing code
- researching and introducing new technologies to integrate in the development process
- developing internal frameworks, setting coding standards / guidelines and choosing the development design patterns for the mobile team

**Business or sector** IT Software

May 2013 – March 2016

### iOS Developer

Belor Soft, Bucharest, Romania, <http://www.belor.fr/>

Software development philosophies, methodologies

- Waterfall, Cowboy Coding

Technology stack

- Programming languages: Swift, Objective-C, Java, Bash
- IDEs: Xcode, Eclipse, Android Studio
- Frameworks / SDKs: Android SDK, Cocoa Touch, Core Data, Core Bluetooth, Store Kit, Event Kit, Core Location, GPUImage, Swifty Json, Google Analytics
- Web Services: Rest

Achievements

- being part in all project stages, from concept to publishing to App Store and Google Play
- integrated IAP with consumable products in two iOS Applications
- integrated dependencies with Cocoa Pods for three iOS Applications
- added support for Push Notifications, including configuring and creating certificates for three iOS Applications

- integrated GCM in two Android apps (Google Cloud Messaging)
  - developed one iOS app that used BLE to communicate to an external device
  - creating scripts to automate the iOS IPA build process
  - developed and been part in over ten apps for iOS devices
  - developed and been part in three Android apps
  - developed two Mac OS apps
- Business or sector** IT Software

August 2011 - May 2013

### Mobile Developer

Inside Media Communication, Bucharest, Romania, <http://www.softwareimc.com/>

Software development philosophies, methodologies

- Waterfall, Cowboy Coding

Technology stack

- Programming languages: Objective-C, Java, PHP, JavaScript, HTML5
- IDEs: Xcode, Eclipse, MyEclipse, Titanium
- Frameworks / SDKs: Android SDK, Cocoa Touch, Core Data, Store Kit, Event Kit, Core Location, Core Graphics, Quartz Core, Audio Toolbox, Google Gson, SBJson, AdMob, Google Analytics, Sencha Touch, Titanium SDK
- Web Services: SOAP, Rest

Achievements

- being part in all project stages, from concept to publishing to App Store and Google Play
  - integrated IAP with consumable products in one iOS app
  - added support for Push Notifications, including configuring and creating certificates in two iOS apps
  - integrated C2DM (Cloud to Device Messaging) in one Android app
  - developed custom widgets for Android (month calendar Widget)
  - developed and been part in over ten apps for iOS devices
  - developed and been part in over three Android apps
  - developed two cross platform apps
- Business or sector** IT Software

July 2009 - August 2009

### Internship

Gunicom Eurosyst, Bucharest, Romania, <http://www.gunicom.ro/>

- technical assurance for the installation operations, services and hardware / software technical assurance for the computing techniques (PC, networks, websites, applications)
  - PC repairing and assembly execution assurance
  - UTP networks and optical fiber installation
- Business or sector** IT Hardware, Electronics

## EDUCATION AND TRAINING

2012 - 2014

### Master's Degree in Virtual Reality

EQF 7

The Faculty of Automatic Control and Computer Science, University Politehnica of Bucharest

- Courses: Developing Virtual Reality Systems, 3D Modelling, Volume Visualization and Computer Animation Techniques, Advanced Image Analysis, Multimedia Data Transmission in Computer Networks, Multimedia Systems, Programming Techniques for High-performance Graphics, Developing Graphical Applications for Mobile Devices, Analysis and Automatic Retrieval of Documents Data, 3D Graphics Engine in Real Time.
- Project for diploma:
  - complex video surveillance system using Computer Vision techniques (facial recognition, motion detection using optical flow algorithms and live streaming on Android devices)
- Other projects:
  - terrain render and generation using large heightmaps - OpenGL, shaders, geometry clipmaps, view frustum culling, skyboxes, Phong model for illumination, texturing, external terrain editor

- graphic engine developed from scratch in Java: OpenGL, meshes, 3D Math module, input and output events, FPS camera, light model, scene management
- image edge detection application for Android devices: we use an algorithm similar to Canny to extract edges from images taken in real time from the smart phone's camera
- indoor localization using barcodes and QR markers (iPhone application)
- iPhone OCR application using Tesseract and OpenCV

2008 - 2012 **Bachelor of Engineering (BEng), Applied Informatics** EQF 6

The Faculty of Automatic Control and Computer Science, University Politehnica of Bucharest

- Courses: Artificial Intelligence, Web Applications, Multimedia Applications, Databases, Computers Architecture, Embedded Systems, Java Programming, Object Oriented Programming, Data Transmission.
- Project for diploma:
  - system that extracts text from a given image using a mobile camera and renders the text in sound to assist people with visual impairments

2012 **Mobile Apps Programmer**

Credis Academy, Bucharest, Romania

- Understanding the concepts of programming and mobile application development
- Android advanced programming concepts
- 3D graphics knowledge and designing UI interfaces for mobile phones
- optimizing web application for mobile devices

2008 **Database Design and Programming with SQL**

Certification - Oracle Academy

- design a database from the ground up using conceptual modelling techniques
- write a wide-range of SQL queries to analyse and manipulate a database in a variety of interesting and powerful ways
- implement and demonstrate a database solution for a business or organization

2004 - 2008 **High School Diploma** EQF 5

"Nicolae Iorga" High School - Bucharest, Romania

- Profile: Mathematics and Informatics, Romanian - English bilingual
- Subjects: Mathematics, Informatics, Physics, English, Geography, History

PERSONAL SKILLS

Mother tongue(s) Romanian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C1	B2	B2	B1
Certificate for professional skills - advanced level language skills in English					
French	B1	B1	B1	A2	A1

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user  
Common European Framework of Reference for Languages

**Communication skills** ▪ good ability to adapt to multicultural environments gained through my experience in talking with clients and colleagues from different cultures

**Organisational / managerial skills** ▪ excellent sense of organization (attention to details, planning and prioritization)  
▪ good project management skills (version control for multiple projects, offshore programming)

**Job-related skills** ▪ flexibility (gained through my experience with projects that are not clear from the beginning)  
▪ teamwork (developed over 20 projects as a member for a team of 3-5 developers)  
▪ mentoring (gained through my experience as a team leader at Beler Soft)  
▪ determination (always achieving project goals)

**Computer skills** Good knowledge in:  
▪ OOP, POP  
▪ programming languages: Objective-C, Swift, Java  
▪ IDEs: Xcode, Eclipse, MyEclipse  
▪ frameworks, SDKs: Cocoa Touch, Android SDK, OpenCV  
▪ automation tools, frameworks and languages: QMetry, Appium, Perfecto, Gherkin, Cucumber  
▪ databases: SQLite, MySQL

Some knowledge of:

- design patterns
- multithreading
- programming languages: C, C++, C#
- web services: SOAP, REST
- web programming: HTML, JavaScript, PHP
- IDE: Visual Studio, Android Studio, IntelliJ
- databases: SQL, Oracle

Beginner in:

- mobile game development
- cross platforms: Sencha Touch, Titanium
- OS: Unix
- Graphic design software: Photoshop, Fireworks, Illustrator

**Driving licence** ▪ category B, from 2007