Bălțărețu Emanuel

C# Software Developer

Contact details

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About me

I am a self-driven, self-disciplined and detail-oriented C# programmer with experience in designing, developing, analyzing and implementing client-server, web and desktop-based applications using C# language. Good expertise in system designing as well as in testing, debugging and modifying related application code. Capable of learning new programming languages, technologies, and completing projects within specified deadlines. Possess excellent communication, problem-solving, documentation, analytical, and decision-solving skills.

Professional experience

Current Position: .Net Developer at SelfPay: Jul 2022 - Present

- Leading Finetech company with the largest self-service payment stations in Europe

- Maintain or improve existing features based on requirements from the product team

- Continuously integrated new API providers into our system, adapting to the evolving landscape of diverse services and ensuring seamless consumption.

- Implemented performance optimizations, logging mechanisms, caching strategies, code refactoring, and reduced timeouts and database requests to enhance overall system efficiency

- Maintain or improve existing features based on requirements from the product team

- **Tech stack used:** .Net & .Net Core, Microsoft SQL Management Studio, Flurl, Soap and RESTful services

May 2021 - Jul 2022 C# Developer at Playtika

- Public NASDAQ Company and a big title in the Mobile gaming industry, I was part of the Ceaser Studio team.

- Proven record in delivering production-ready results in a fast-paced AGILE environment within a high performance team

- Work closely with Product Owners, Tech Leads to implement new features according to Software Architects vision with strong SOLID principles, Design Patterns solutions, good memory management for preventing memory leaks and multi-threading as requirements

- Deep involvement in the early stages of new projects, giving accurate estimations, committing to a timeline and finding technical solutions for delivering fast results in constraints of tight deadlines

- Refactored and improved the in game Pet feature(virtual pet like a Corgi or a Panda, with options to buy treats, wash it, dress it up, and more), increasing player engagement, retention, and revenue by enabling virtual pet adoption and customization.

- Owner of multiple features responsible for generating millions of dollars per week, such as Coin Store, Vault (a portion of the coins earned would be saved in a vault that could be acquired when full), Stamp Card (at X coins packs brought you get another one for free), Daily Quests (the main driver behind the user retention and engagement), and Reels Travelers (a special feature that offers the most popular and loved games only once per season).

- **Tech stack used:** .Net & .Net Core, Autofac, xUnit, Xamarin, Docker orchestrated with Kubernetes, Python, Grafana, TeamCity, Jenkins

Nov 2018 - May 2021 Software Engineer - Intellimind Eastern Services

- World-wide leader in B2B Credit, Insurance and Risk Management with big clients like: Total Energies, Rexel, Adecco

- Evaluated the impact of a programming change required to be implemented and communicating the status of all involved projects to the team leader to ensure projects were implemented properly

- Mentoring and assisting with the training of junior and new programmers as well as getting them familiar with the code base, projects structure, necessary terminology and other relevant info for getting started

- Regular meetings with both local and overseas team as well as direct calls with client's representative specialists for a better understanding of required changes to be integrated

- Providing support to QA team in analyzing, testing, debugging, and executing C# programs for windows desktop and web-based applications

- Writing and providing appropriate application user guides for end-users, well detailed and maintained documentation regarding new software changes for both programmers and system admins

- Assigned whole projects for which to take full lead, responsibility and ensure the best quality within deadline specifications for the whole project's timeline

- **Tech stack used:** .Net, Toad for Oracle, Soap, Postman, WCF, NLog, Serilog, ASP.NET, WebForms, Telerik, IIS

Jul 2017 - Nov 2018 Freelancing & Personal Projects

- Determining user requirements, including project budgets and timelines as well as providing consultative services to clients on technical issues and quality improvement suggestions

- Personal projects purely from own initiative for self-development, curiosity, learning purposes and a strong wish to self-improve

- Maintaining and growing a client base from a wide range of fields from private kindergartens to restaurants from the food industry and stock providers with the ability to show off real results, quality, and responsibility.

- Creating a realistic timeline for the whole start to finish integration of the complete project as well as balancing time allocated on multiple projects at a time

Oct 2016 - Jul 2017 Web Developer - Studio R

- Understanding and visualizing the client's ideas so they can be transformed from concepts to practice

- Fully responsible for the whole project pipeline

- Constant communication with both employer and client with the current state of the development, occurred technical issues and the heading direction of the project

- Generating cost-effective solutions to client's needs using at hand methods for speeding up the development process and by researching frameworks, libraries, and tools that includes the client's necessities

Jun 2016 - Aug 2016 Web developer Intern - SCC (United Kingdom)

- Managing and improving the existing multinational websites and develop new ones when necessary

- Integrating into a multi-national corporate collective and adapting the core values and principles of the company as well as internal procedures, workflow, and schedule

- Collaborating with other programmers and developers in the whole development process

- Contributed to overall project plans in compliance with established procedures and standards as well as provided support and error resolution for developed desktop and web applications

- Assisted in interpreting design specifications, project requirements and use cases into functional applications as well as in ensuring their best possible performance, quality, and responsiveness

Education

2018 - 2019 (Frozen Year) Master's degree - Faculty of Mathematics and Computer Science

Software Engineer | București

2016 - 2018 Bachelor's degree - University "Vasile Alecsandri" of Bacau

Computer Science | Bacău

Skills and competencies

- Thorough knowledge of C# programming concepts, SDLC, testing and debugging methods, system design, and implementation, database system, including DB2 and relational databases, program documentation, web and desktop application development

- Proficient in Object-oriented programming such as C#, C++, Python as well as experience with MS SQL Server, Oracle, ASP. NET, MVC, WCF and ORM frameworks

- Ability to analyze and understand complex problems, and generate appropriate technical solutions independently

- Effective communication and interpersonal skills with the ability to maintain good relations and share technical ideas with users or clients, technical and management staff

- Excellent leadership and mentoring skills as well as the ability to work independently and within teams

- Ability to write clean, efficient, concise, well structured, maintainable and documented code, following the industry standards and good practices

- Ability to grasp and apply new concepts quickly and stay updated with the latest trends and technical advancements

Skills from work experience

General: Code Quality - SOLID, OOP, Design and Architectural patterns, Multi-threading, AGILE & SCRUM methodologies

Backend: .NET Core, .NET Framework, EF Core, Unit Testing, Moq, Oracle, SQL Server, SOAP/REST Microservices, Swagger, Postman, SoapUI, Docker, Toad

Frontend: Xamarin, HTML/CSS, JavaScript, Adobe Photoshop

Other info

Published work

Real-Time Emotion Recognition using Python, OpenCV and Qt

acquired on Jul 2018

Projects

Hospital Management System

Wanting to experience the whole process of designing a complete, finished and polished application from start to finish I decided to take this project as a new challenge for myself. Starting from the logging in process, either as a doctor, pharmacist or administrator. As a doctor, you can appoint patients, check and alter the medical record, check available rooms and assign new patients. The pharmacists had a store-like interface where they could check the stock, add new meds and sell and generate receipts for the clients. Admins had the privilege to add new accounts, edit add or delete personnel and access all the other interfaces.

period Dec 2016 - Mar 2017

Medical prescription adverse interactions checker

Initially made as a university project with the help of a pharmaceutics student, it proved to be an application with real-world use scenarios, by helping doctors or patients check the new medication against their current prescription to see if there are any drug interactions and prevent possible life-threatening adverse reactions

period Jan 2018

Connect the dots Unity Game

Game made for mobile devices: https://youtu.be/kpvR37jSbrU

period Feb 2018 - Mar 2018

Unity Infinite Procedural Generated Platformer Game

https://youtu.be/0bM6Qwg3iuU

period Oct 2017 - Dec 2017