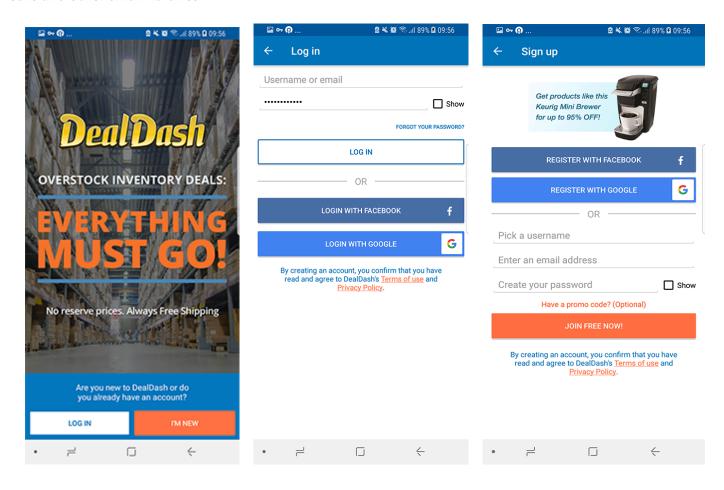
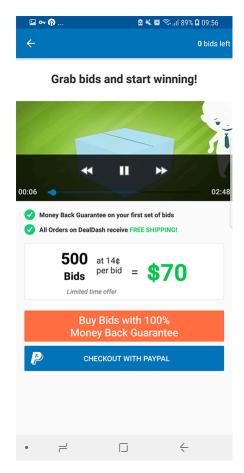
#### **Portfolio**

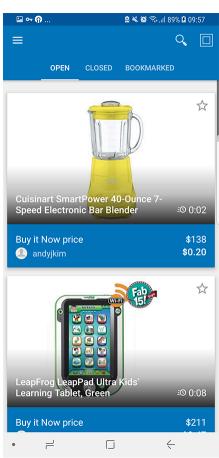
### DealDash app

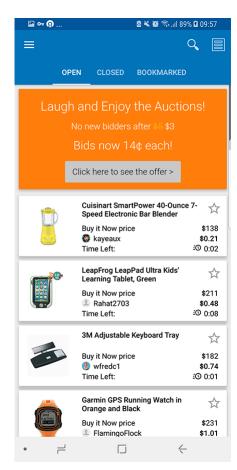
A retail app for auctions from US market. DealDash is a penny auction platform where users can bid on different items and get them at a discounted price. I was responsible with the app's development and architecture, but also responsible with the release process and Play Store administration. I had a lot of freedom in choosing the right approaches and I could always express my ideas and try new prototypes. Since the team was quite small I also had to develop sometimes without mockups or descriptions from designers.

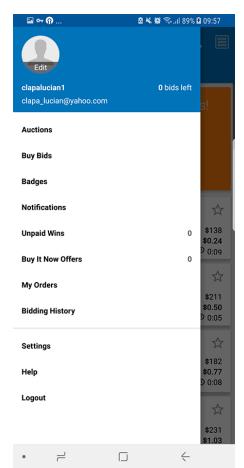
Technologies and libraries: java + android framework, RxJava2 for reactive programming, Retrofit2 in combination with RxJava2 adapters as http client, Dagger2 + AutoFactory for dependency injection, Dart + Henson for Intents creation and arguments injection, Glide for image loading, LeakCanary for finding memory leaks and other small libraries

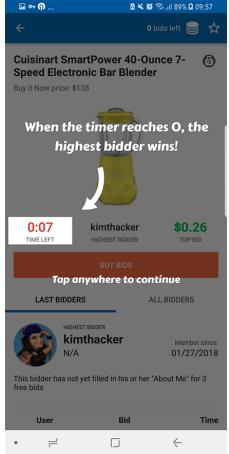


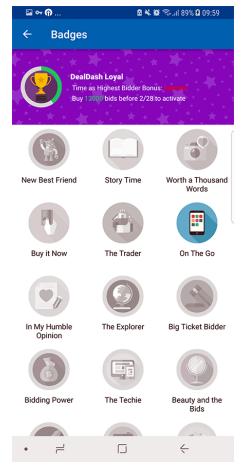








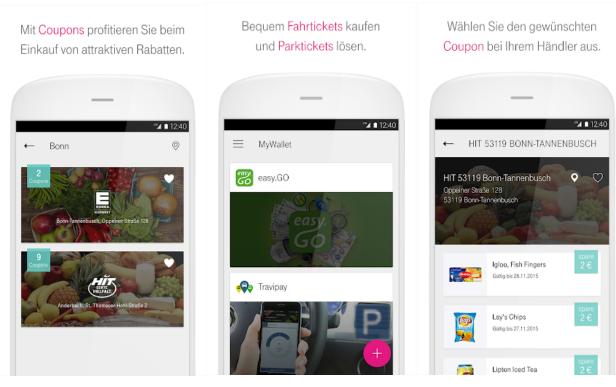


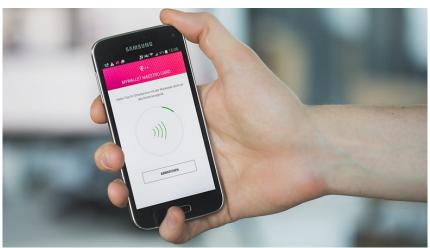


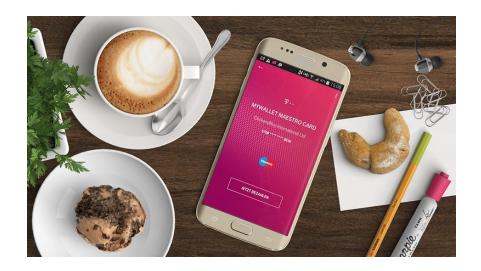
#### My Wallet

A banking app for storing payment cards, coupons and supermarket cards. The main purpose of the app was to store payment cards and pay contactless at POS using NFC. It also had some secondary feature for storing coupons and redeeming them at the shop either by scanning some QAR code or through POS.

I worked as an android developer in a team of 20 people. My role was to implement very features with very detailed description and high quality mockups and specifications from designers. The app was very focused on security and it involved communicating with some SIM applets through some complex protocols. Technologies and libraries: Java + android framework, Retrofit as http client, Picasso for image loading, SimAlliance for communicating with the SIM, some SDK for communication with backend, and other small libraries. Also this app was released to 3 countries each one having some differences. We were using flavors to achieve that.







# ClappyBird HD

My first personal game, a copy of the well known Flappy Bird. The game was developed using LibGdx library for java games. The game is published in play store and has more feature than the original game.



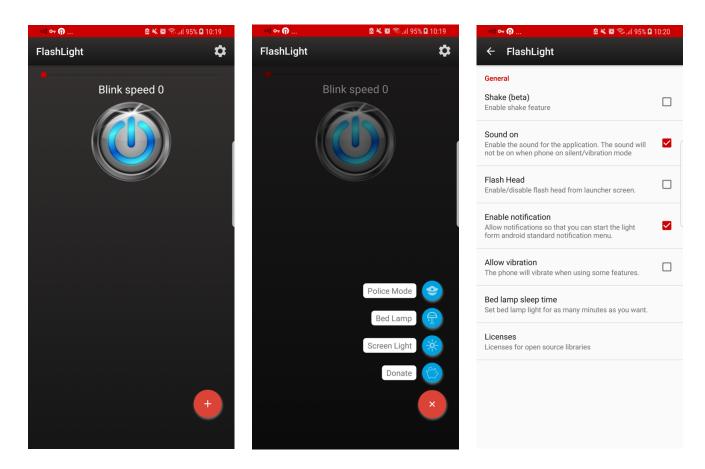




## Flashlight

This was one of the first apps I ever built, a simple flashlight app with some secondary features of blinking, red/blue police screen or simple bed lamp. This is a personal app and I have around 100k downloads and some hundred active users daily. This is one of my proudest creations since it was my entry point to the android worlds.

Technologies and libraries: java + android frameworks, EventBuss, Dagger2, LeakCanary and some other small libraries.



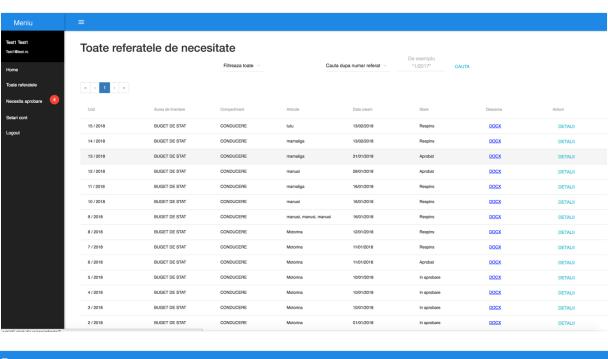
### Google Play store apps

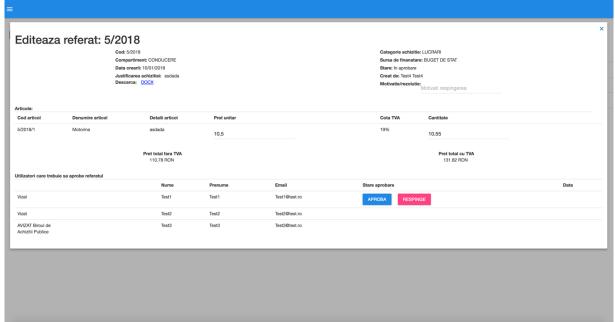
At the beginning of my programming career I started some personal apps and published them to Play Store. Even though most of them didn't show any real success I am still proud of them and I still use them as pet apps to try new stuff. Here is a link to the store: <a href="https://play.google.com/store/apps/developer?id=CLP+STUDIO">https://play.google.com/store/apps/developer?id=CLP+STUDIO</a>

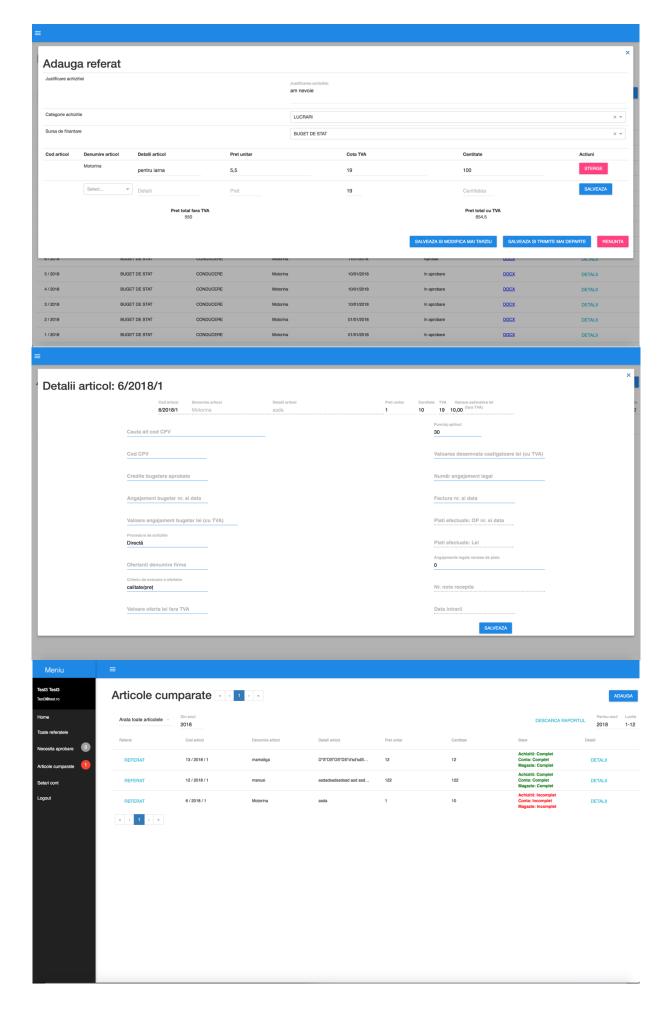
#### **CLP SOFTWARE STUDIO LLC**

Also recently I opened a company with the idea of creating a product that helps public institutions in the process of public acquisitions. I developed a website that helps public institution's users in creating documents and also allow management to approve the documents. For now I have a public institutions that uses the products. Link: achizitii.clpstudio.ro

There is a ReactJS front-end app served as a static server from an AWS bucket, a SpringBoot restful server that connects to a Mysql database using hibernate. The servers are using linux OS provided by digital oceans.







# **Chemistry app**

iOS and Android app for chemistry. The app has some free content and in app purchases to see some extra content in a Pro bundle. Written using React Native + Redux. Not lunched yet.

