

VALENTIN MODEST TICU - SOFTWARE ENGINEER

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schedule: flexible (mostly between 10am and 4am gmt+2 Iasi, Romania)

SUMMARY

- Since 2005, experienced in both Software Development and Software Testing / Automation, passing through all phases Software Development Life Cycle (SDLC)
- Knowledge of Waterfall, SCRUM/Agile, SDLC
- Experience in web development using: PHP, JAVASCRIPT (VANILLA), JQUERY, ANGULAR, HTML5, CSS3
- Skilled with flash programming AS2 / AS3 being involved in different web game projects
- Involved in creation of SPA for both mobile and desktop browsers
- Experienced in developing (for personal use) different mobile application using B4A (android)
- Experienced in desktop programming using C# and VB.NET
- Deep and strong experience with VB6, VBS, VBA
- Oriented Programming (OOP) concepts
- Involved in multiple development areas: multimedia applications, crawlers, bots, image manipulation, task automation, game development, windows APIs, windows forms, custom controls and com components (DLLS, OCX, CTL - VB6), databases, office macros, ribbons, installers, several windows and IIS configurations, personal webpages, game portals, forums, WordPress plugins and theme modification etc.
- Experienced working with and configuring several DBMS (MSSQL, MSACCESS, ORACLE, MYSQL)
- Ability to develop optimum and user-friendly solutions
- Experienced in Quality Assurance field with different testing methods: box, unit, integration, installation, smoke, regression, sanity, functional, usability, security, cross

browser etc.

- Experienced with QA automation tools and practices using Test Complete, AutoIt and Selenium (+ some Selenium's based frameworks as well like NightwatchJS, Robot, Serenity)
 - Used with analyzing the Business Requirements Documents (BRD) and System Requirements Specification (SRS) to prepare test cases and test plans.
 - Ability to work independently or in a team environment
 - Ability to work remotely (from home) full time, part time, contract (company to company) or as a freelancer
 - Good organizational skills being able to meet the project goals within the deadlines; strong attention to details
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PROFESSIONAL EXPERIENCE

WEB DEVELOPER AND QA, OCTOBER 2017 TO PRESENT

The client has different web developing and testing projects. Mostly backend (php).
Technologies used: PHP, MYSQL, GOOGLE MAP API, OPENLAYERS, JAVASCRIPT, JQUERY, CSS, HTML5, JIRA

SEXENTREE, BACKEND/FRONTEND DEVELOPER, JULY 2017 TO SEPTEMBER 2017

An adult video chat website with webcam streaming, payment gateways and user management.

- analyzed business requirements and come up with business solutions
- created UI / UX mock-ups using HTML5, CSS3 and JQUERY as per client requests
- implemented the user interface based on client requirements using JQUERY UI Collapsible and Tabs plugins
- implemented front end features such as: AJAX CALLS, DOM interaction, user gestures using plain JAVASCRIPT (Vanilla) and/or JQUERY
- implemented with SEO standards
- implemented webcam / audio stream solution using WebRTC protocol
- implemented stream features such as: auto snapshot, video saving, audio control, message communication

- provided support for installing ssl certificates (stream being a https solution)
- designed and implemented database structure
- implemented backend features using plain PHP (no framework used) such as: CRUD, search and filter, files management (upload and selling)
- integrated payments gateways for Epoch, Ccbill, PayPal, BitCoin
- created a virtual currency system to be used internal between members
- implemented a chat system based on client specification using WEB SOCKETS, PHP, JAVASCRIPT and CSS3; chat commands based on user roles triggered with AJAX calls.
- developed admin interface with features: user management, payment management (manual, auto), webcam and chat management
- developed all the SQL queries needed
- run security, functional and browser compatibility tests to assure the quality of the work

Technologies used: JAVASCRIPT, JQUERY / UI, CSS3, HTML5, PHP, REGEX, OOP, MYSQL, WEBRTC, TESTING, SEO, SSL

FLASH SMASH GAME, PHP / FLASH DEVELOPER, MAY 2017 TO MAY 2017

Small bunny smash game for an Easter event. Registered players need to hit bunnies to accumulate points. At specific points, specific rewards are offered.

- designed the game elements and the GUI
 - developed the game using action script (AS3)
 - developed the backend part (saving the progress and the score) using PHP and SQL
- Technologies used: PHP, OOP, AS3, CSS3, HTML, PHOTOSHOP, MYSQL

WINDOWS CRM, SOFTWARE ENGINEER, FEBRUARY 2017 TO JUN 2017

Client wanted a desktop CRM (customer relationship management) solution for his business. The application had to be compatible with Windows XP and above systems, integrated with IIS server (for produces management, tracking feature and backup) and MSACCESS as local DBMS and to support touchscreen functions.

- analyse the requirements and plan the development and testing process
- adopted a waterfall process, as had to self-manage all project
- implemented the GUI using windows forms and windows touch API
- implemented user management system (CRUD), accounts, currency, customers management using VB6 and MSACCESS with ODBC driver
- implemented products management and tracking using IIS, VB6. The application was

communicating with the IIS server through an API (DLL file)

- developed the API as well using VB6
- implemented GPS tracking feature (from warehouses to clients) using Google Maps API (the drivers where uploading to server their GPS position, the tool was collecting the data and showing a path on the map using Google Map and Roads APIs); the map was generated to HTML using JAVASCRIPT and loaded into an application container.
- implemented reports solution with export to macro enabled excels and html
- developed excel macros for finance operations and data saving
- implemented data synchronization with the server
- created VBS files to help with IIS management
- provided solution for application deployment (installer) using Inno Setup
- performed several tests over the final product: functionality, smoke, performance, security
- had to be efficient in: time management, deadline driven, problem solving; had to be independent and self-organized

Technologies used: IIS, ASP, VB6, VBA, MS ACCESS, MYSQL, VBS, JQUERY, OOP, REMOTE

XOGITO, QUALITY ASSURANCE ANALYST, SEPTEMBER 2016 - JANUARY 2017

My role was to provide quality assurance for Bragi product.

- performed regression, functional, exploratory testing over a magento product, in an agile environment.
- provide good self-organized, analytical and self-management skills
- participated in daily scrum meetings worked in an agile system

Technologies used: JIRA, FUNCTIONAL, SECURITY, REGRESSION AND PERFORMANCE TESTING, SCRUM, AGILE, REMOTE

SHOPPING SYSTEM, WEB DEVELOPER, DECEMBER 2016 TO DECEMBER 2016

Developed a shopping system for a game website. The system had the following features: items management, shopping bag, PayPal or Credit Card integration.

- designed database structure
- implemented backend using PHP
- implemented user side shopping cart using JQUERY. The cart saving and operations were happening locally and the validation server side.

- also implemented / designed the UI
- payment and google analytics integration and configuration
- browser compatibility testing
- had to provide efficient self-management skills
- this was a volunteer job

Technologies used: PHP, JAVASCRIPT, JQUERY, ANGULAR, PAYPAL API, GOOGLE ANALYTICS, TECHNICAL WRITING, REMOTE

THEMES CREATION, WEB DEVELOPER / DESIGNER, DECEMBER 2016 TO DECEMBER 2016

Designed & developed 3 themes for a game website, to reflect in-game UI.

- designed UX elements using Photoshop
- implemented 3 themes using CSS3, HTML and JQUERY
- this was a volunteer job

Technologies used: HTML, JQUERY, CSS, PHOTOSHOP

SMF MODIFICATIONS, PHP DEVELOPER, SEPTEMBER 2016 TO NOVEMBER 2016

The project was a game portal built in SMF (Simple Machine Forum). However, the forum was used / configured more like a CMS (content management system).

- installed, configured and maintained SMF
- implemented small mods for SMF: menu customization, user permissions, geo-tagging for the admin using PHP
- modified some core functions related user posting
- modified a theme to make it responsive
- modified a shout box plugin to add custom commands and avatars
- implemented and integrated into SMF a cross platform solution for bug / ticket report for the game users using the SSI (server side includes) feature of the forum.
- implemented in php, a bug description comparison algorithm, to group similar posted bugs
- also integrated the forum users, via SSI, with some external applications
- create some SPA (single page application) for mobile, for easy interaction with some forums areas
- had to provide good self-organized, analytical and self-management skills.
- self-management, flexible and independent
- this was a volunteer job

Technologies used: PHP, MYSQL, CSS, RESPONSIVE, SSI, CMS

UI/CUSTOM CONTROL, WINDOWS DEVELOPER, JANUARY 2015 TO FEBRUARY 2015

Developed, for my own use in personal projects, several windows form controls in OCX and CTL formats.

- developed a property bag control for VB6 using the standard windows controls: label, textbox, checkbox and button
- developed a multi column list control based on list view - needed a custom list view design (GUI) and functionality
- created some buttons and progress bar CTL projects

Technologies used: VB, GDI, CTL, OCX, GUI

MIOS, SOFTWARE ENGINEER, JUNE 2014 TO AUGUST 2016

MIOS is a software and hardware company focused on home automation solutions. The project of my involvement was the user interface to one of their control units.

- designed and developed a windows application solution for the automation testing of a rest web service (no WSDL of SOAP existed). The solution had to be simple and fast to use without requiring any users (QA team) coding; the tool had a drag & drop interface, so that QA members could easily create and run testcases using the web service calls;
- the tool executed each call (http requests) and collected a report with: failures, success, time to execute (in case of alerts), returned JSON structures for test comparatives and other info)
- implemented JSON parser and validator in VB using script control, based on ECMA-262
- created an automation framework for a web based product using Nightwatch.JS (selenium) and later switched on Test Complete as a QA automation engineer
- implemented automated test solution for interaction of the webpage with the devices, alerts, functionality, regression tests and endurance
- used SVN for source file management
- created automation POC between Nightwatch.JS, Robot (both selenium based) and Test Complete
- created some reports to excel solution (like external plugins) for JIRA using PHP and PHPEXCEL library
- as a work from home job (remote), had to excel in self-time management, flexibility and good communication skills

Technologies used: VB, TEST COMPLETE, AUTOMATION, SELENIUM (NIGHTWATCH-JS), JIRA, EXCEL, SVN, AGILE, GUI, JENKINS

QUIZ SYSTEM, WEB DEVELOPER, MAY 2014 TO MAY 2014

Had to develop a simple and fast to use solution for a Quiz creator and management

- developed and designed a simple timed quiz system using PHP and JQUERY
- designed database structure using MYSQL DBMS
- implemented user authentication using FaceBook app
- developed questions and answers management
- created quiz management with editable score formula, so each quiz can be customized with a different score formula based on: time, user time, questions, pass and fails and user`s points (based on quiz` answers)

Technologies used: PHP, JAVASCRIPT, CSS, RESPONSIVE, SQL

CHARACTER INVENTORY DISPLAY, WEB DEVELOPER, MAY 2014 TO MAY 2014

A web application to help showing off the gear used in a game system. The application simulates the in-game gear dialog with the list of items and options to ease the users to display their items.

- developed the backend part in PHP with database being MYSQL
- create the frontend using HTML5 and JQUERY (image mapping, context menu)
- this was a volunteer job

Technologies used: PHP, MYSQL, JQUERY, CSS3

FREELANCE, QA ANALIST, APRIL 2014 TO MAY 2014

The client had the software in a basic development stage and I had to create a test plan with test cases, for the testing team that will work on the project. The product was an image viewer, editor and management tool. My job was to analyse a product and to author test cases based on the product specification.

- analyzed the specification
- interacted with one of the developers and collected information about the product that will be developed. Based on this information, the testing plan for all the features of the product was created.
- the test plan was structured in: Installation, Portability, Performance, Smoke, Functionality and Negative test cases

- the test cases were organized by their importance and by scenarios.

Technologies used: QA, TECHNICAL WRITING, TEST PLAN, TEST CASES, SCENARIOS

SOUNDHAWK, SOFTWARE ENGINEER AND QA, JANUARY 2014 TO MARCH 2014

Soundhack is a USB device composed from two parts: a microphone and a headset that communicate between them. My involvement was in development and quality assurance of the installation solution.

- provided a solution based on libusbK for driver install.
- finding a workaround for UAC (user account control) when installing unsigned drivers.
- created above solutions using VB script
- created a test plan for QA team for testing the installer.
- tested the installer and device recognition after driver install.

Technologies used: QA, INNO SETUP, VBS

MMORPG, WINDOWS GAME DEVELOPER, MARCH 2013 TO JUNE 2015

This is a personal large-scale game development project. For those who don't know: MMORPG means Massively Multiplayer Online Role-Playing Game. It doesn't have an end or a dead line. The initial purpose of this project was to see how will be to make it in pure GDI using VB6, without any frameworks dependencies; but then become a fun project. The project consists of: a client, developed for windows only and a server using MSSQL or MYSQL.

- Graphic engine using pure GDI (key elements: tiles system, alpha blending, brushes and text rendering, isometric, Diablo 2 look and feel)
- Rendering is optimized with a time-based FPS. Shortly put: different systems will have different FPS, based on hardware mostly. So, to avoid differences between game plays (some might see a character moving faster, other slower) the time is also considering while calculating the FPS. For example, if there are 2 players: one with a slower system, other one with a faster system and both start to move in same time, both players will 'see' the other one moving with same speed; will be gaps between movement, like jumps, but the movement (game rendering) speed will be same so that both characters will arrive to a target in same time. Note here: this design talks only about FPS (rendering) which has nothing to do with internet connection.
- Animation effects are done based on sprites. (32bit bitmaps - with transparency for GDI)

- Characters real time movement based on polygon paths (no way points) - instead defining way points, for movement, so that the character to re-calculate the algorithm each time a way point is met (way points which can be a lot of them in a mmorpg map), I define the polygons where the characters can move, so that the algorithm is calculated only once (or each time a dynamic collision is met - like another character which collide with the path). In this way, a character is free to move 'randomly' along the polygon path. This approach, because it is faster, allows me, as well, to calculate the path for all map at once, not only for the visible screen.
 - Collision based on A Star modified for polygons
 - Game mechanics (skills, attributes, cool downs, BUFs, verifications, etc.)
 - Items drops and pickups (real time)
 - Anti-hacks system (theory and practice): detect memory address editing, ways of using sensitive variables, bot/human detecting
 - Socket programming (both TCP and UDP protocols): TCP for sensitive data and UDP for others (chat or any other constant verification which are done at fast intervals of time). For example, the game system has 2 types of chat: a zone chat which is done via server: client -> TCP -> server -> broadcast; and a private chat which is done client -> UDP -> client (I don` t care to log the chats, so because of this I save some load from the server)
 - Server side (MSSQL or Oracle or MySQL, Windows server. Other information, due to security reasons, I prefer to say nothing about it)
- Technologies used: VB6, GDI, MYSQL, 32BIT BITMAP, SOCKET, TCP, ENCRYPTION, WINDOWS API, WINDOWS FORMS, OOP

TC POC, AUTOMATING DEVELOPER, FEBRUARY 2013 TO FEBRUARY 2013

Test Complete Proof of Concept

- developed an automated functional test for a plane tickets reservation online system using Test Complete
- had to understand how the website`s elements were structured, to understand how the system works and to create the automation tests.
- wrote code that will interact with the html DOM elements and some flash objects, using Test Complete and AS2 (action script)
- created technical documentation for the automation POC made

Technologies used: TEST COMPLETE, QA, AUTOMATION, DOM, AS2, TECHNICAL WRITING

DORORO, WEB DEVELOPER AND RIDDLE GAME CREATION, JANUARY 2013 TO MARCH 2013

- personal project. Creation of a riddle game type.
- the system has a basic user login and registration for progress purposes, developed in PHP
- the game type is: solving riddles to advance to next level. The riddles being from different categories (logic, cryptology, general knowledge about different facts, words play etc.)
- there is an incomplete demo version of a version 2 of the riddle game developed in flash

You can try the riddle game out here: <http://www.teneir.com/dororo/>

Technologies used: PHP, CRYPTOLOGY, STENOGRAPHY, DNA CODE

WINDOWS 7 INSTALLER, DEVELOPER, AUGUST 2012 TO AUGUST 2012

Created an installation solution for software developed in QT.

- had to check the dependencies used by the application (QT, VS and some custom-made libraries)
- understand, for each library, which one should be installed as shared file, which one should be registered into system folder or application folder
- integrated, into installer, a serial key verification solution.
- created technical documentation about how the installer is made

Technologies used: INNO SETUP, VBSCRIPT, TECHNICAL WRITING

BEENEAR, SOFTWARE / QA ENGINEER, APRIL 2010 TO JUNE 2014

XTEL is a large-scale sales process automation platform committed in helping consumer goods manufacturers to achieve excellent sales performance, by enabling them to define and execute successful sales and marketing strategies. XPLAN is a Excel solution that downloads input data, extract them, apply user filters and send them back; solution which consist from a webservice, a Excel Ribbon and Excel macros.

- worked on XPLAN development using VB6 (a com component for a ribbon) and VBA (excel macros)
- created different tools which make easier the publish and branch merge process using VB.NET, TFS API and C#; offered clients support for the developed tools
- developed an Application updater solution that integrates with Google Driver; download and unpack the update package; automatically creating of Oracle DB backup, installing dumps, executing PL/SQL scripts and other application needed scripts;

- developed a tool that handled a fast solution for building and publishing processes of the application, in a continuous integration system;
 - developed a solution for automatically merge of the fixed bugs, using TFS API as a back end; (tool used by the QA: after an issue is verified, the tool allow the QA to automatically merge the fixes between branches and close the issue; the tool starts from the issue id, grabs the issued files, checks to see if the files can be merged or not, treat the conflicts depending on some scenarios, and finally do the merge of the needed files or in opposite case shows why not);
 - developed an integration solution between TFS and OTRS (between tickets and bugs);
 - developed of the application installer, using Inno Setup as a base installation tool but where I had to find solutions for: integrating Oracle client/database installation and configuration, handling the settings of a loop-back interface, making checks and installations for .Net Framework versions, setting up scheduling jobs and handle the installation for each component in a properly way, depending on the user OS, UAC and user rights;
 - test plan and test case authored for testing the installer (so compatibility, functionality, load testing, negative testing)
 - testing portability and performance using machine virtualization solution like VMWare
 - within QA automation engineer role: developed automated test cases, using VB language, with Test Complete tool. XTEL product is using Silverlight as a web base application; my challenge was to write test scripts that interact with Silverlight controls (recognition of control`s properties, events and functions) and to offer a good automated solution with an accurate bugs/errors tracking;
- Technologies used: VB6, VBA, VBS, VB.NET, TFS API, PLSQL, ORACLE, CI, INNO SETUP, QA, TESTING, VMWARE, TECHNICAL WRITING (HELP FILES)

PARAGRAPH VIDEO/FLASH CREATOR, SOFTWARE ENGINEER, MAY 2010 TO MAY 2010

- Developed a tool, from scratch, used to create video files from text paragraph.
 - Implemented features for Load / enter the text; chose the paragraph delimiter; select background image and music; select font size and color; build the video.
 - integrated codes for supported types: AVI, WMV, SWF
 - test plan and test case authored
- Technologies used: VB, FFMPEG, XVID, DESKTOP

BOT / HELPER FOR A GAME, SOFTWARE DEVELOPER, MARCH 2010 TO MARCH 2010

The tool was a bot for a game. The tool had to: automatically move character (point and click) on the map, identify new map changes, identify and attack enemies, the attacks had to be done based on enemy type, detect changes in health bar, detect chat, avoid being detected

- planned, based on requirements and game data, how the tool should work
 - implemented the GUI and functionality using VB for a DLL and C# for the tool part
 - the DLL was used to act as a memory hook (to read / write memory address); this how different client based variable were detected
 - the automatic movement of the character and other actions were developed in AUTOIT. The tool was calling AUTOIT script and execute.
 - Implemented mouse and keyboard simulation from tool to client window
- Technologies used: VB, AUTOIT, WIN APIs

SEO SOLUTION, WEB DEVELOPER, FEBRUARY 2010 TO MARCH 2010

The solution is a 2-way points per click system, which means: one way is that you need points to make your website(s) available in the listing and the second way is that you will receive points by viewing another website(s). In short words, a user can increase the traffic to his website, by simple visit other websites. The website also provides traffic tracking solution for registered users with filters for: visitors IP, geographic locations, unique visitors, referral URL and the platform they came from.

- design and created database structure
- developed the frontend using javascript, css and html
- created the javascript that is included / injected in the customer websites
- developed the backend using PHP and SQL
- integrated Google Charts

Technologies used: PHP, JAVASCRIPT, GOOGLE CHARTS, MYSQL,SEO

CONTENT KEYWORDS, SOFTWARE ENGINEER, FEBRUARY 2010 TO FEBRUARY 2010

Content Keywords is a solution that helps you to find the proper keywords for your web pages content. Content Keywords is a tool that simplifies the job in searching and analyse the keywords within your web pages. The software can search, count keywords and display statistics regarding the appearing rate and density for specific words.

- implement windows interface

- implement the functionality: word counting, keywords suggestions
- Technologies used: VB6, GOOGLE KEYWORDS ANALYSTICS

DRAWING4KIDS, SOFTWARE ENGINEER, NOVEMBER 2009 TO JANUARY 2010

This program is intended to teach small kids to handle the mouse and have fun with colors, shapes and sounds. It has a friendly user interface, nice sounds (on colors tab there are piano musical notes) and a variety of stamps models.

- implemented the user interface
- implemented GDI brushes
- design the brushes and the stamp

You can download free copy here <http://drawing4kids.software.informer.com/>

Technologies used: VB, GDI

SKYPETRACKER, SOFTWARE DEVELOPER, JUNE 2009 TO JUNE 2009

The application reads the contact list from Skype, the user can select all contacts or some of them and then, the application will monitor the online hours for the selected users. User can export reports by date or by contacts with the online statuses (logged in vs logged out) of the users.

- designed and created the user interface GUI
- developed an application that will integrate with Skype messenger and monitor the activity for specific users, using Skype API

Technologies used: VB, SKYPE API

SKYPE MANAGER, SOFTWARE DEVELOPER, JULY 2009 TO JULY 2009

The software extract for each user: country, total credit, remain credit, number of calls per week, number of calls today and if he is in a call or not. The information is shown in real time and it is grouped by user's country. The software has the feature to manage how the users are shown by changing the user name or changing their country.

- Designed and created the user interface GUI
- Implemented the crawler with auto login and auto proxy changer

Technologies used: VB, SKYPE API, DOM

SIMPLEINVOICES, SOFTWARE DEVELOPER AND TESTER, MARCH 2009 TO MAY 2009

- implemented an invoice and billing application
- developed customers and inventory items management using MSACCESS DBMS
- invoices overdue, fees, totals auto-calculation;
- reports generating in html and excel formats
- multiple customizable templates for invoices and print;
- implemented a CTL control for invoice creation.
- run functional, negative, installation tests

You can download application demo here:

<http://www.valentinticu.space/core/worksamples/git/expertinvoice/invoice.zip>

Technologies used: VB, MS ACCESS, HTML,CSS,EXCEL API

GEMINI SOLUTIONS, SOFTWARE ENGINEER, JANUARY 2008 TO JANUARY 2010

CISCO FlipShare is a video library/editing tool for CISCO Flip Video Camera and I was involved in testing modules like: camera firmware testing, tool vs camera integration, videos editing, videos online sharing (sharing via email, YouTube, MySpace and FaceBook), firmware and software updates. My job was to provide quality assurance to the FlipShare product, by working directly with the developer team and the client, to: test the product based on test plans; design test scenarios (test cases) and test plan updates; bugs regression verification; exploratory testing; working directly with the developers team to provide up to date verification; bugs authoring using JIRA tool; and to provide product improvements ideas.

- product quality control and improvement.
- SD & HD video formats editing.
- codec support and integration on Windows and MAC platforms.
- camera firmware and soft testing.
- test cases and test plan authoring.

Technologies used: QA, JIRA, FIRMWARE TESTING, PERFORMANCE TESTING, INSTALLATION, REGRESSION TESTING

TV GUIDE, SOFTWARE ANALYST, JUNE 2007 TO OCTOBER 2007

- my job was to verify the performance and quality of a web content crawler tool, into XML files format. I was testing the product by using a test plan, authoring test cases and bugs authoring

- provided quality control of data content crawlers.
- test cases and test plans authoring.

Technologies used: QA, FUNCTIONAL TESTING

EMBARCADERO TECHNOLOGIES, QA ANALYST / QA ENGINEER, MARCH 2007 - DECEMBER 2007

DBArtisan is a cross-platform DBMS (MSSQL, Oracle, DB2, Sybase, MySQL) administration tool and I was involved in testing modules like: databases connection, databases objects integration and manipulation, SQL scripting editor, databases objects wizards and properties, databases performance analyst and application installer. I was directly involved in test cases authoring and test plan updates using QATrack management tool; bugs authoring (test execution steps, expected results and actual results) using JIRA tool; collaborating with developer team for up to dates verification; product verification using functional, performance, regression, negative, acceptance and load/performance testing; and developing automated tests for product functionality and UI, using Borland SilkTest.

- was working on DBArtisan and RapidSQL products, involved in the following areas:

- products quality control and improvement.
- DBMS enhanced data and connection management.
- MSSQL, ORACLE, DB2 databases platforms support and exploitation.
- DBMS SQL editor and execution.
- developer in automatic testing (Borland SilkTest).
- test cases and test plans authoring.

Technologies used: QUALITY ASSURANCE,
JIRA,QATRACK,MSSQL,ORACLE,DB2,SYBASE,BORLAND SILK
TEST,AUTOMATION,QA TRAQ

APEXSQL, SOFTWARE ANALYST / QA ENGINEER, AUGUST 2006 TO JANUARY 2007

ApexSQL products are MSSQL database administration and manipulation tools. My QA job was to verify the functionality and performance of the products using: negative, exploratory, acceptance and load/performance testing. I also was involved in customers support services by directly communicate with the clients providing help/information in using/fixing products issues.

- worked on ApexSQL Doc, ApexSQL Edit and ApexSQL Script products, involved in the following areas:

- quality improvement of products.
- MSSQL platform support and integration.
- test cases and test plans authoring.
- requirements gathering.
- technical Writing: I was involved in application help files writing.
- customer support

Technologies used: MSSQL, QA, TECHNICAL WRITING

ISTID, WEB DEVELOPER, MARCH 2006 TO JUNE 2006

My job was to develop a time sheet / time tracker web application with both user and admin sides (IsTid). The application is to provide management and tracking of employees' tasks. Each employee can be assigned to one or more projects and for each project, the employee can track the time spent on the tasks, create new projects, assign the projects to other employees, generate reports. The admin can browse and edit all employees' information, to generate reports with the working hours and to send the invoices with the billing information.

- database design and structure
- front end creation using html
- backend creation using ASP

Technologies used: ASP, JAVASCRIPT, ADODB

JELLOTECH, SOFTWARE DEVELOPER, JANUARY 2005 TO JANUARY 2006

- worked on data transfer (messenger) as a project base application.
- GUI design and implementation
- software developing.
- quality control of the product.
- responsible for the design, development, implementation and testing of an internet messenger based application, from scratch. The application included the following features: html/xml based messaging, emoticons and text manipulation, file transfer, database integration (login, contacts list, settings for each user/contact).

Technologies used: VB, HTML, QUALITY ASSURANCE

INDEPENDENT CONTRACTOR, FREELANCE WEB / DESKTOP DEVELOPER, QA ANALYST AND IT CONSULTING, JANUARY 2005 TILL PRESENT

Apart from full time or part time jobs (contracts jobs) I also take freelance projects to increase my experience in different IT fields. Some of these projects are included in this resume: the jobs with 1 month only as interval.

SKILLS

OPERATING SYSTEMS:

- WINDOWS PLATFORMS (XP AND ABOVE), MAC PLATFORMS (TIGER, LEOPARD)

DATABASE PLATFORMS:

- MSSQL; ORACLE; DB2; MS ACCESS; MYSQL

SOFTWARE DEVELOPING:

- VISUAL BASIC 6.0 & .NET, C#, WINFORM, WIN APIS, INSTALLATION

PACKAGING

ANDROID DEVELOPING:

- B4A (VISUAL BASIC SOLUTION FOR ANDROID DEVELOPMENT)

SCRIPTING DEVELOPING:

- VBS, JAVASCRIPT, AS2, AS3, IIS CONFIGURATION

WEB DEVELOPING:

- PHP, JAVASCRIPT (VANILLA), HTML5, CSS, SASS

WEB PLATFORMS / FRAMEWORKS / CMS:

- WORDPRESS, SMF WEB TECHNOLOGIES: CSS; ASP; PHP; JQUERY, ANGULAR, AJAX, FLASH (ACTION SCRIPT), DOM, JSON, XML, GOOGLE MAPS API, OPENLAYERS(V2), TAFFYDB

AUTOMATION TOOLS / FRAMEWORKS:

- BORLAND SILKTEST, TEST COMPLETE, JMETER, NIGHTWATCH.JS (SELENIUM WEB DRIVER), ROBOT, CUCUMBER, SERENITY

WINDOWS TECHNOLOGIES:

- DIRECTX API, GDI, TCPIP, ODBC, ADO, WINDOWS APIS, COM COMPONENTS

VIDEO CODEC INTEGRATION:

- XVID, FFMPEG (WINDOWS OS), 3IVX (MAC OS)

SYSTEM / NETWORK / OTHER UTILITIES:

- (TEAM FOUNDATION) TFS API, VMWARE, VIRTUAL BOX, PROCESS EXPLORER, PROCESS MONITOR, CHEAT ENGINE (MEMORY ADDRESS EDITOR), WPE (POCKET EDITOR), AUTOIT, PUTTY, WINSCP, EXCEL MACROS DEVELOPING, OFFICE RIBBON CREATION, INNO SETUP, SVN (FOR VERSION CONTROL), XAMPP

BUGS TRACKERS TOOLS:

- JIRA, QA TRAQ, BUGZILLA, APTEST MANAGER, JENKINS

GRAPHIC MANIPULATION:

- ADOBE PHOTO SHOP, GRAPHIC/PHOTO PROCESSING.

3D MODELING:

- ICLONE, GOOGLE SKETCHUP

METHODOLOGIES:

- KANBAN, WATERFALL, AGILE

LANGUAGES:

- ROMANIAN (NATIVE)

- ENGLISH (FLUENT)

EDUCATION

University of Computer Science 'ALEXANDRU IOAN CUZA' Iasi, Romania, 2003 TO 2008

High School of Computer Science 'G. MOISIL' Iasi, Romania, 1999 TO 2003