

# ALEXANDRU HAGIU

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## SUMMARY

## EXPERIENCE

### Java Software Developer Contractor

March 2023 - Present

- **Hash Encode** | Remote
  - Providing Java software engineering services, focusing on backend side of web applications in a variety of industries like gaming, e-commerce and payment solutions.
  - Implemented new features in microservices environments using Spring stack: Spring Boot, Spring MVC, Spring Cloud(Netflix stack).
  - Used third party services and custom configurations to implement continuous integration and monitoring for microservices based applications.
  - **Used technologies: Java 11/17, Spring stack, Kafka/KafkaStreams, Quarkus, SQL/NoSQL DBs, Docker/Podman, Cloud technologies.**

### Java Software Developer

September 2019 - March 2023

- **Playtika** | Bucharest - Hybrid
  - Improved the user engagement in mobile games, implementing REST APIs in a Spring based microservices environment with over 200 microservices required to handle a large number of daily active users(social casino industry).
  - Integrating microservices using Spring stack: Spring Boot, Spring Web MVC, Eureka Service Discovery, Spring Cloud Config, OpenFeign, Aerospike, Kafka.
  - Monitoring services performance using different tools: Grafana, Kibana, Spring Boot Admin.
  - Developing also on client-side(cross-platform slots game application), using in-house C++ game engine and a Javascript abstraction layer.
  - Short period of scrum mastering on a cross-functional team.
  - **Used technologies: Java 11/17, Spring stack, Kafka, SQL/NoSQL DBs, C++, JS, Git, Docker, Unix OS.**

### C/C++ developer

November 2017 - September 2019

- **Luxoft** | Bucharest
  - Developed a new ECU(Front Camera module) for the Automotive Industry, using C and C++, to gather external information about traffic signs, pedestrians, etc.
  - CAN Bus signals interpretation and feedback sending to other ECUs.
  - Project building and HW flashing using Renesas and Dediprog.
  - Create unit tests using VectorCast.
  - Different extra tasks: automate the flashing process using Arduino and Python.
  - **Used technologies: C/C++, Vector Software, Python, Arduino, Git .**

### Web Developer

May 2017 - September 2017

- **Stima Soft** | Bucharest
  - Improved the web application's usability and speed by implementing various web features, database interactions and front-end customizations.
  - **Used technologies: PHP, Symfony MVC framework, Doctrine, MySQL, HTML Twig, CSS3, jQuery, Git, XAMPP.**

## ETL Junior Developer

July 2016 - May 2017

### BCR | Bucharest

- Data extraction from different sources.
- Data transformation in compliance with data warehouse architecture.
- Generating relevant reports for the business department.
- Provided support by addressing user issues, resolving bugs, and fixing any data errors that occurred.
- *Used technologies: SQL, PL/SQL, batch scripts, Git, Jira.*

## EDUCATION

### Master's Degree in Informatics Security

- **IT&C Security Master - Bucharest University of Economic Studies**  
RO, Bucharest • 2019

### Bachelor's Degree in Computer Science

- **Computer Science, Faculty of Economic Cybernetics, Statistics and Computer Science - Bucharest University of Economic Studies**  
RO, Bucharest • 2017

## PROJECTS

### Online shop backend - Java, Spring

- Designed and implemented Online shop backend REST APIs using Spring Web MVC, Eureka for service discovery, Kafka for event-driven architecture, Aerospike as NoSQL database, and Prometheus for metrics. The project contains multiple microservices which provide CRUD operations on products, users, adding products to cart, placing orders and changing orders statuses by external services through Kafka.

### Game Backend - Java, Spring

- Implemented a game backend as a Spring MVC application that allows users to create accounts, log into accounts, and purchase in-game superheroes based on budget and view superheroes on the market.

### Smart home project - Arduino/Raspberry PI/C++

- Smart home system including Arduino-compatible boards for different automations(sensors, radio-controlled shutters, A/C) integrated into Raspberry PI-installed Home Assistant open-source hub.