

Pirvan Laurentiu Ananie, Software Engineer

+40 732 627 088, laurentiupvn@gmail.com

LINKS

[Personal Website - laurentiupirvan.com](https://laurentiupirvan.com)

PROFILE

Passionate about software development and promoting teamwork to achieve shared goals.

EMPLOYMENT HISTORY

2023 - Present

Software Developer, Alten (Decathlon as a client)

- Participating in the migration of a monolithic legacy project to a microservices architecture, focusing on the Bom Manager, ensuring seamless batch migration and legacy maintenance.
- Actively contributed to the support cycle, optimizing team responsiveness and service quality.
- Ensuring the ongoing upkeep of the legacy system.
- Focused on time management to meet strict deadlines, facilitating the timely release of the Bom Manager in production.
- Successfully led the Bom Manager's release into production on schedule.
- **Technologies & Tools:** Java, Spring Boot, Maven, Rest, Docker, Kubernetes, Linux (WSL), Git, Jenkins, Mockito, SLF4J, Agile (2-week sprints, including planning, retrospective, and refinements).

2021- 2023

Java Developer, UniCredit Services

- Developed and enhanced key features for Online Banking applications (Ukonto, CashLoans, CreditCards, Onboarding), contributing to both backend and frontend.
- Utilized Jaspersoft Studio for report generation, improving data visualization of legal documents made the applications.
- **Technologies & Tools:** Java, Spring Boot, Maven, Rest, WSDL, Lombok, JaCoCo, Jenkins, React.js, OracleSQL, SLF4J, Redis, Git, Camunda, Jaspersoft Studio, Bitbucket, Jira, Confluence, Mockito.
- **Achievement:** Best Local Team Award 2022 at Milano UniCredit headquarters.

2020 - 2022

Unity Game Development, Personal Project

- Independently developed a 2.5D mobile truck simulator game, handling all aspects from 3D modeling to UI/UX design.
- Implemented advanced features, including driving physics, a goods handling system, in-game adds, and an engaging mini-game.
- Crafted over 100 models, introduced a save system, in-game currency, and designed a garage and a user-friendly vehicle selection system.
- **Technologies & Tools:** Unity, C#, Blender 3D, SubstancePainter, Shader, Material Design.

2019 - 2020

Java Developer, Analytic Company GmbH

Hamburg

- Led the development of the Auto Price Professionals app from inception to launch on Google Play, frequently updating it to enhance features and user experience.
- Developed features for calculating car prices, designed the app's UX to prioritize ease of use, and implemented a bilingual system.
- Developed an in-app purchase system, and a voucher system.
- Developed a web crawler for automotive data collection, supporting continuous database updates in the legacy project.
- **Technologies & Tools:** Android SDK, Java, MySQL, Git, MantisTracker, Waterfall methodology.

2019

Mobile App Developer, Personal Project

- Created an Android application to connect people with short-term job opportunities, managing all development stages made as an university project.
- **Technologies & Tools:** Android SDK, Java, Firebase, Git.

2018

Project Support Java Developer- Internship, General Magic Technologies

Braşov

- Contributed to the development of a service fetching data about cars using public APIs, emphasizing multithreaded architecture and reliability.
- **Technologies & Tools:** Java, Maven, unit testing.

EDUCATION

Sep 2016 — Jul 2019

B.Sc. in Computer Science, Transylvania University

Braşov

An intensive program emphasizing the core principles of computer science and practical software development skills. Courses span algorithms, data structures, software engineering, and more, blending theory with hands-on experience to prepare for a tech-driven career.

Mar 2018 — Jun 2018

Course, General Magic Technologies

Braşov

This course offered a comprehensive dive into database management using SQL and mobile application development with the Android SDK. It provided foundational knowledge necessary for successful application development, from database interaction to UI design. The capstone project involved collaborative teamwork to create an innovative Android application. This app efficiently sourced data from a comprehensive database, offering real-time public transportation schedules and routes in Braşov, enhancing urban mobility through technology.

2012 — 2016

Mathematics and Informatics, High School, Elie Radu

Ploieşti

An engaging program blending mathematics and computer science to foster foundational skills in technology and analytics, setting the stage for future learning and innovation.

LANGUAGES

Romanian

Native speaker

English

Highly proficient

German

Beginner