

Alex Batrinu

Software Developer

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📍 London, United Kingdom

Profile

A highly driven individual with a huge passion for software development, video games, and technology. Ambitious in everything I do, working everyday to improve my knowledge and expertise across various subjects, such as software and games development.

Skills

Java

JavaScript

SpringBoot

ReactJS

AWS

Unity

C#

TDD

NextJS

Games Development

EKS

Education

BSc Computer Science w/ Digital Media and Games, Brunel University

2015 - 2018 | Uxbridge, Middlesex

- Created mobile applications using Android Studio, Firebase and Docker.
- Created various games as part of coursework written in Java Swing, Unity and Construct.
- Developed innovative final year project using Brain Computer Interfaces and Basic Neuroscience.
- All projects developed in agile development teams including experience working as a Scrum master.
- Learned fundamentals of computer science theory.

Professional Experience

Fullstack Software Engineer, giffgaff

2017 - present | Uxbridge, United Kingdom

Started as a graduate mobile developer and have since progressed to the more senior position of mid-level fullstack engineer.

- Developing features for giffgaff's Android app.
- Building Java micro services in Spring framework.
- Building new web experiences for giffgaff members (NextJS, React JS, React Hooks, xState, React Testing Lib, Cypress, Formik and more).
- All using AWS EKS to deploy docker containers (Next JS apps and Java microservices).
- All built with good dev practices (TDD, Trunk Based Development, Pair Programming, Lean UX).
- Tutoring any new team members through writing documentation and pair programming.

Freelance Video Game Developer

2015 - 2018 | London, United Kingdom

I am a freelance video game developer, so I like to make myself busy by creating video games using Unity.

- Learned coding languages like C#, Java and JavaScript.
- Created sprite animations for 2D games.
- Developed writing and story development skills.
- Learned fundamentals of game physics mechanism.
- Worked on art as well as gameplay and level design.

Project Work

giffgaff, Some notable projects include:

- Rewriting authentication flow from PHP Monolith to NextJS frontend microapp.
- Implementing multi factor authentication and email verification on both backend Java Spring microservice and frontend NextJS microapp.
- Creating and publishing the frontend microapp for giffgaff's "Goodybank" initiative.
- Implementing new authentication flow in giffgaff's hybrid React-Native mobile app.

Game development, Some notable projects include:

- PsyBreaker - a Brain-Computer Interface game replica of Atari's Breakout.
- A Developer's Adventure - 2D Platformer game made as part of applying to Rovio's Games Department.
- Noughts and Crosses - simple noughts and crosses game developed in Java Swing with smart AI that tries to counter each move.

References

Available on request