



Dinu Iulian Bociort

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Home: Arad (Romania)

ABOUT ME

I am a highly adaptable individual with a penchant for problem-solving and a deep passion for coding. I possess excellent interpersonal skills and a strong drive to excel in my field of expertise. I thrive in demanding situations, consistently meeting deadlines and delivering high-quality work. With each completed task, I actively seek opportunities to enhance my efficiency, continuously evolving and honing my skills. My commitment lies in continual self-improvement, seeking out new challenges that foster both personal and professional growth within the field of programming and beyond.

WORK EXPERIENCE

Software tester

Elektrobit Automotive [18/10/2021 – 02/06/2023]

City: Timisoara

Country: Romania

- Actively contributed as a member of a testing and integration team following AGILE and SCRUM methodologies.
- Experienced in working with Yocto-based Linux and QNX components, following Adaptive AUTOSAR standard.
- Skilled in managing a testing environment using Linux 18.04 virtual machines.
- Efficiently handled ticket management through Jira and version control using GitHub.
- Experienced in using Jenkins for monitoring build and test jobs.
- Responsible for release validation, including automated, manual, hardware testing and execution plan.
- Strong expertise in test development and modification, primarily using Python.
- Skilled in troubleshooting failed tests in Jenkins and reporting issues to module teams.
- Proficient in generating comprehensive test reports and presenting findings in team meetings.
- Developed a Python script for automated test environment creation.

Internship

Continental Automotive Timisoara [06/01/2020 – 12/10/2021]

Address: Timisoara (Romania)

- Acquired proficiency in Python as a top priority in the position
- Actively participated in the development of a Windows application tool, enhancing Python skills
- Developed a new Windows application tool from scratch
- Implementing design patterns and utilizing Python libraries (PyQt5, traceback, xml, os, sys)
- Implemented "Singleton Classes" (Monostate) as lists to centralize and facilitate access to interface buttons
- Loaded specific data into the graphical interface based on input files, facilitating the creation of various configurations
- Saved configurations in XML files for reusability and future modification
- Incorporated an algorithm for calculating CRC (Cyclic Redundancy Check) for generated file content
- Streamlined colleagues' work by automating the generation of ".c" and ".h" files
- Generated a set of files based on selected configurations for use in the project, contributing to the project's success
- Participated in an internal company course focused on Unit Testing
- Learned fundamental unit testing concepts and utilized Tessa as a unit testing tool
- Performed Unit Tests on project components
- Maintained and further developed the tool created throughout the process

EDUCATION AND TRAINING

Bachelor degree

Polytechnic University of Timisoara, Faculty of Automation and Computers [15/09/2017 – 15/06/2021]

Address: Timisoara (Romania)

General skills: C, C++, C#, Java, Microcontrollers;

High school diploma

National College "Vasile Goldis" Arad [15/09/2013 – 20/06/2017]

Address: Arad (Romania)

Mathematics Informatics

PROJECTS

Rover Prototype

I did this project for my bachelor's thesis and I chose this theme simply out of the desire to create a robot. My first robot.

Within the project I created a 4 wheeled rover type mobile robot, based on microcontroller, which has a robotic arm with a claw on top, capable of a 3-axis movement.

Communication between the microcontroller and the mobile phone is done through Bluetooth. The mobile application allows the users to control the mobile robot's movement, as well as its arm. Moreover, the mobile application is capable of storing given scenarios. A scenario represents a set of consecutive commands that the users enter via the mobile application interface and which the rover is then capable of repeating on request.

Link: <https://github.com/bociortdinu/RoverPrototypeProject>

City Dangers Alert

[10/10/2020 – 10/12/2020]

I created this mobile application within a project for the faculty. The application is developed in Android Studio and Java, using Firebase services for the database.

This is called "City Dangers Alert" and is an application that allows users to report various issues in the city (such as: illegal parking, public lighting, damaged pipes...), in order to be solved later by the competent institutions but also to draw the attention of other users.

The application is split into 2 components. The first is user profile that contains all relevant data about the person, and the second is Google Maps API component that allow problems to be reported by placing markers on a map, each marker having a suggestive picture associated with the report type. Other users can either confirm or deny a report on the map.

Link: https://github.com/bociortdinu/CityDangersAlert_Firebase

LANGUAGE SKILLS

Mother tongue(s): **Romanian**

Other language(s):

English

LISTENING B2 READING B2 WRITING B2

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2