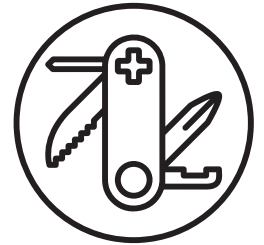


# CLAUDIU-DANIEL MIRON

shout@claudiu.mn

*Walking Swiss army knife.*



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## WORK

Aug. 2020 - present

### Hallmark NL

- Flutter app development
- JavaScript development
- 3D modeling
- presenting progress to stakeholders
- UX/UI design
- refactoring and bug fixing

Aug. 2019 - Jul. 2020 (1 yr)

### Freelancer

- WordPress site/plugin development
- iOS app/framework development
- Android mentoring
- Unity 3D (C#) personal projects
- musical composition
- design, videography/photography

Jun. 2017 - Mar. 2019 (1 yr 9 mos)

### iOS Developer at Quickweb Info

- security apps
- security SDK development
- networks (Bonjour, DNS-SD), Swift, IAP

May 2016 - Apr. 2017 (1 yr)

### iOS Developer at MindIT

- implement C image processing libraries
- manual memory management
- memory and performance optimisations
- 4 person team lead for 2 months

Dec. 2014 - Apr. 2016 (1 yr 5 mos)

### iOS Developer at Hogarth

- apps: photo albums, EKG, pharmaceuticals
- AFNetworking, SDWebImage, custom UIViews
- 3 person team lead for 9 months

Mar. 2014 - Nov. 2014 (9 mos)

### Android Developer at Hogarth

- photo albums app
- iText PDF Java framework
- Eclipse, Android Studio

Nov. 2012 - Feb. 2014 (1 yr 4 mos)

### Flash Developer at Hogarth

- AS2, AS3
- banners, websites, audio players, slideshows
- Flash Professional, FlashDevelop
- 4 person team lead for 8 months

# — PLAY —

Mar. 2019 - present

## Firmament (Game)

- simple gravity simulation
- simple procedural synth music
- 2D graphics design
- song writing/recording
- particle system design
- checkpoints
- black hole shader
- DOTween
- PostProcessing stack (VFX)

## Hyperplanes (Game)

- simple 3D geometry
- UI/Canvas
- raycasting for object collisions
- user preference storage
- object building screen

## Miscellaneous

- musical composition (all genres)
- graphic design (album/book covers, icons)
- photography (timelapse, microscopic)
- astrophotography

# — ACHIEVEMENTS —

• I think my biggest achievement was the successful mentoring of two of my friends. I vouched for their potential, got them hired and helped them become developers. Both of them have successful jobs, one as a web developer, the other as an iOS developer. Of course, it's mostly thanks to them that they have succeeded, but I am happy that I could be of help to them.

• I am proud that I contributed to the development of a medical app which showed a patient's EKG during a catheter insertion operation. It could also save and print the EKG on a portable receipt printer. It made me feel like my work as a developer truly helped people.

# — SKILLS —

Animation .....	Communication .....	Design .....	English .....	French .....	Leadership .....	Teaching .....	UX .....	Photoshop .....	
Objective-C .....	Java .....	Unity 3D & C# .....	Plain C .....	Swift .....	JIRA .....	GIT .....	Agile .....	Web Dev .....	Team player .....