

TUDOR DRAGAN MSc. in Computer Science

Passionate about anything related to technology and creative development. Trying to inspire others by leading by example.

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Skills

PROGRAMMING LANGUAGES & FRAMEWORKS

Swift, Objective-C, Composable Architecture, Combine, SwiftUI, RxSwift, Kotlin, RxJava, Java, C#, C, CoreData, ROOM, SQLite, MySQL, KotlinDSL, GRPC, Protobuffers, Travis CI, Python, Bash Script, Docker, Kubernetes, Spinnaker

TOOLS

Xcode, Android Studio, Gradle, JetBrains IDEs, Figma, Photoshop, Sketch, Illustrator, Travis CI, Unity Game Engine

LANGUAGES

Romanian (native), English (fluent), Danish (conversational level).

Professional Experience



2022 Jan to Present, **Tech Lead for the Apple Platform** at Nuuday A/S, Copenhagen, Denmark - <u>nuuday.dk</u>

- Technical Lead for the Apple platform (iOS, iPad OS, tvOS)
- Strong focus on developing shared native code for cross-device & cross-team adoption
- Pushing for a "Learning Culture" within the team.
- Experience in bridging diverse engineering teams to deliver a best-in-class experience to our customers.
- Experience in managing and deploying large, complex programs.
- Using TCA (The Composable Architecture) together with reactive patterns as the building blocks for the next generation of YouSee apps
- Completely rewrite the app's backbone (player and synopsis) by writing testable and stable feature modules.
- Improving the user experience by a measurable amount. For example, one of the KPIs is increasing the crash-free rate from 75% to 95% in the tvOS application.

2020 Nov to 2022 Jan, **Senior Mobile Developer** at Nuuday A/S, Copenhagen, Denmark - <u>nuuday.dk</u>

- Moved to the "YouSee Tv & Film" iOS team in June, dabbling in SwiftUI, Composable Architecture, and Combine flows.
- Contributor to the "YouSee Tv & Film" application for Android with more than 500.000 active users each month.
- YouSee is the largest quadruple-play service provider in Denmark and is a part of Nuuday which is a subsidiary of TDC Group, the largest telecommunications company in Denmark. YouSee currently has 1.1 million customers in Denmark.



2016 Feb to 2020 Oct, **Senior Mobile Developer** at Visma economic A/S, Copenhagen, Denmark - e-conomic.dk

- Visma e-conomic is the largest cloud ERP in Scandinavia with more than 135.000 companies using the platform for running their business
- Coming from an iOS background, I was eager to jump right in and learn the particularities of the Android platform
- Kotlin Developer Advocate within the company
- Teaching others how to become skillful developers and reach their true software engineering potential
- Architect and build the Android offering of the existing iOS apps counterparts (incl. transitioning the current "Sales" app from Flux to VIPER)
- Driving force in the adoption of reactive patterns within the team, use of Kotlin, and the automation by using the Gradle build system to its full potential (writing Gradle plugins and splitting the current

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- app into dynamic features) for improving scalability and reuse
- Pushing both platforms to the bleeding edge while maintaining code quality
- Building internal SDKs for the Machine Learning team so they can be used across the entire organization
- Experience in developing and deploying Swift Server-Side microservices using Kubernetes, Docker and Spinnaker.



2015 Mar to 2015 Aug, **iOS Developer (Student Job)** at Founders A/S, Copenhagen, Denmark - founders.as

- Founders started in 2013 as a 'startup-studio' that works with cofounding of companies in close collaboration with ambitious entrepreneurs
- This student job gave me a brief view into the field of co-founding companies from a "seed prototype"

PROJECTS AND RESPONSIBILITIES

iOS

- Prototyping and developing new ideas with the potential to turn into a future product
- Creating new and innovative user interactions in the prototypes, such as a "tinder-style" user interface for upcoming calendar events



2011 May to 2013 Aug, **Co-founder & CTO** at Under Development Office, Bucharest, Romania - <u>udevoffice.com</u>

- Under Development Office started in 2011 as a startup among 3 friends for building native apps for relatively big companies (e.g. PwC and Medicover), and is now a team of 25 people
- Co-founding a company has taught me a lot in a relatively short amount of time and I stepped down from the company's leadership when it was time to focus on the final part of my education, finishing my Bachelor's degree in Computer science and pursuing my Master's degree in Copenhagen.

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Honours & Awards

UPRISE GAME*



Best Showcase WinnerBest Game In Danish Nominee



GAME SCOPE AWARDS 2016

Copenhagen, Denmark

Best Student Project Winner

Best Audio Nominee

Academic Background



2014 Sep to 2017 Mar, **Master's Degree in Computer Science** at DIKU Computer Science Institute, Copenhagen University, Denmark - di.ku.dk

• Thesis: "Interacting Beyond The Smartwatch Display Using Motion Tracking Technologies" - Grade 12/12



2015 (6 months), participated as a **Game Developer** at DADIU The National Academy of Digital Interactive Entertainment - dadiu.dk

 Below games were build within the DADIU Game Development program in a team consisting of game developers, animators, art designers, audio professionals and a creative director.

GAMES

Game #1: Monster Tourist

- · A 3D platformer, Mario inspired, mobile game.
- Trailer & Gameplay: https://www.youtube.com/watch?
 v=QYvp5tR4eA4

Game #2: GRIFFIN

• A 3D platformer, Flappy Bird inspired, mobile game.

Game #3: UPRISE (graduation game)

- A 3D platformer, Rubik's Cube inspired puzzle, mobile game.
- Trailer: https://www.youtube.com/watch?v=1ymJmh5jFPw
- Gameplay: https://www.youtube.com/watch?
 v=QYvp5tR4eA4
- App Store: https://apps.apple.com/ro/app/uprise-dadiu/ id1076280787



2010 Oct to 2014 Jun, **Bachelor of Engineering in Computer Science** at The Faculty of Automatic Control and Computer Science, Polytechnic University of Bucharest (PUB), Romania - acs.pub.ro

• Thesis: "watchr: Public Community Issues Reporting System" - Grade 9/10

^{*} Acknowledgment: None of these prizes would have been possible without the amazing work of my teammates. Working together with amazing designers, animators and creative directors showed how we can achieve something amazing together. All of these honours are solely due to the entire team's efforts and I consider them as a reflection of great collaboration and also sheer good fun.