Barina Gabriel

● WORK EXPERIENCE

14/10/2019 – CURRENT – Timisoara, Romania
SOFTWARE ENGINEER – 3Pillar Global

I am part of the core developer team for Faculty Lifecycle Management (FLM), a platform that offers holistic support for faculties in order to keep track of staff, their current ranks and professional journeys for their career development.

Main assignments:
- implement new features
- requirement analysis, development, and testing

Main programming languages, tools, IDE's and techniques used:
- Ruby (Rails)
- Anglular
- HTML
- CSS
- MySQL
- Git
- RubyMine
- Unit and Integration Testing
- Continuous Integration
- Agile software development

27/02/2017 – 11/10/2019
SOFTWARE ENGINEER – Interact

I created from scratch several in-house tools for Continental's Tiretech division, as well as one of the biggest non-profit organization from the US - Kingsbridge Heights Community Center -, offering services for thousands of participants from birth to late adulthood.

Main assignments:
- create custom websites based on specifications and design
- requirement analysis, development and testing

Main programming languages, tools, IDE's and techniques used:
- PHP (Laravel)
- JavaScript (Vue.js)
- HTML

- CSS
- MySQL
- Git
- PhpStorm
- npm

Timisoara, Romania

07/09/2016 – 24/02/2017
SOFTWARE ENGINEER – Auximus

I worked for an international pharmaceutical company in order to maintain their portal; it is used actively (and heavily) throughout Europe thanks to 5 local e-commerce sites, offering a turnover of 18 million euros.

Main assignments:
- implement new features
- refactoring old (legacy) code
- requirement analysis, development, and testing

Main programming languages, tools, IDE's and techniques used:
- PHP
- JavaScript
- HTML
- CSS
- MySQL
- Git
- PhpStorm
- Unit and Integration Testing
- Continuous Integration
- Agile software development

Timisoara, Romania

21/07/2014 – 31/08/2016
SOFTWARE ENGINEER – SoftVision

Switching from PHP to Ruby, I was part of a team developing web-applications and payment interfaces for medical practices. I started working on interfacing the application with POS terminals and the EMV payment method via a custom API, but ended up focusing more on the application itself.
Throughout the years, I had the opportunity to interact with our clients on a weekly basis (in order to give and receive feedback) and was exposed to requirement analysis and preliminary testing as well.

Main assignments:
- back-, and front-end development
- requirement analysis
- solution guidance

Main programming languages, tools, IDE's and techniques used:
- Ruby (Ruby on Rails)
- JavaScript (AngularJS)

- HTML
- CSS
- MySQL
- Git
- Unit and Integration Tests
- Continuous Integration
- Agile software development

Timisoara, Romania

04/03/2011 – 18/07/2014
SOFTWARE ENGINEER – Reflection Media

Soon after joining a team of passionate developers, I was put in charge of developing and maintaining a new plugin for WordPress, which turned out to be very profitable. Throughout the years, I had the opportunity to fulfill several key-positions, and gather valuable knowledge and experience pertaining the full life-cycle of a project.

Main assignments:
- back-, and front-end development of custom sites and plugins for WordPress
- market research for an in-house product, requirement analysis, project planning, development, testing, quality assurance and support
- constant interactions with clients all around the world for all of the above stages

Main programming languages, tools, IDE's and techniques used:
- PHP (WordPress)
- JavaScript
- HTML
- CSS
- MySQL
- Git
- Tortoise SVN
- PhpStorm
- Paymo
- Oracle VirtulBox
- Photoshop
- MS Office
- Agile software development

Timisoara, Romania

08/2009 – 09/2010
COMPUTER SYSTEM ADMINISTRATOR ASSISTANT – "Bartok Bela" Theoretical Highschool

I was tasked with helping staff (IT teachers) in re-doing the local intra-net from scratch (cable-layout planning, patching UTP cables and configuring the client PC's throughout the school), as well as well as maintaining the computers for daily usage.

Timisoara, Romania

● EDUCATION AND TRAINING

15/09/2014 – CURRENT – Timisoara, Romania
Doctor in Philosophy in Computer Science – "Politehnica" University of Timișoara

Research:
- real-world socio-economic simulator

Teaching:
- teaching-assistant for a multitude of subjects

Educational results:
- PhD thesis: Computational Analysis of Emergent Behaviour in Collaboration Networks
- 2 scientific reports written
- 6 scientific papers written (conferences and journals)

EQF level 8

21/09/2012 – 21/06/2014 – Timisoara, Romania
Master in Computer Science – "Politehnica" University of Timișoara

General:
- computer science
- social network analysis

Occupational:
- hardware and software faults testing
- computer systems testing
- advanced embedded systems development and testing
- advanced programming techniques
- social network analysis in computer science
- advanced artificial intelligence

Educational results:
- ranked top 10 of my year
- 2 scientific papers written

EQF level 7

Bachelor in Computer Science and Engineering – "Politehnica" University of Timișoara

General:
- computer science and technology
- English and German languages
- physical education and sports

Occupational:
- project management
- electrical and electronic engineering
- artificial intelligence
- object-oriented programming
- software development and analysis
- software and computer engineering
- database management systems
- embedded systems development
- digital telecommunications
- operating systems
- multimedia systems
- mathematics
- science
- mechanics
- micro-economy
- management
- marketing

Educational results:
- author of one of the best-ranked (content and presentation) bachelor's thesis (based on post-examination rankings)

EQF level 6

Secondary School Baccalaureate Diploma – "Bartok Bela" Theoretical High-school

Besides the traditional subjects, the following were considered intensive: software programming, English and mathematics

EQF level 6

● LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN** | **HUNGARIAN**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2
GERMAN	C2	C1	B1	B1	B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DRIVING LICENCE

Driving Licence: **AM**
Driving Licence: **B1**
Driving Licence: **B**

ORGANISATIONAL SKILLS

Organisational skills

- good team-leading skills gained as lead-developer at Reflection Media
- good task-planning and estimation skills
- organizational skills obtained via various courses, tutorials and media resources (e.g. books).

COMMUNICATION AND INTERPERSONAL SKILLS

Communication and interpersonal skills

Obtained at:
- former work-places, where client-interaction was required in order to create a bug-free, easy-to-use software application based on the clients needs
- mentoring various local meet-ups and IT schools
- teaching students a multitude of subjects
- speaking at international conferences

JOB-RELATED SKILLS

Job-related skills

- during the years I was exposed to various phases of the software development life cycle, including requirement analysis, customization, data integration, deployment, technical documentation, quality assurance, customer interaction and much more
- (software) project management: project and resource planning and assignment
- very good skills when it comes to collaborative work (via repositories, e.g. Git)
- team-player, proactive and with a positive attitude
- mentoring skills obtained via various courses (both participating and organizing)

PUBLICATIONS

From Elusive to Ubiquitous: Understanding Smart Cities

Barina, A., Barina, G.
2020
19th International Conference on Informatics and Economy.

Agent-based simulations of payoff distribution in economic networks

Barina, G., Udrescu, M., Barina, A., Topirceanu, A., & Vladutiu, M.
2019
Social Network Analysis and Mining, vol. 9, no. 1, p. 63, December 2019 (Accession Number: WOS:000492592200001, ISSN: 1869-5450)

Simulating payoff distribution in networks of economic agents

Barina, G., Udrescu, M., Topirceanu, A., & Vladutiu, M.
2018
IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining (ASONAM), IEEE, pp. 467-470, August, 2018 (Accession Number: WOS:000455640600076, ISBN:978-1-5386-6051-5)

Simulating trade in economic networks with TrEcSim

Barina, G., Sicoe, C., Udrescu, M., & Vladutiu, M.
2017
European Network Intelligence Conference, Springer, Cham, pp. 169-185, September 2017 (Accession Number: WOS:000507984600012, ISBN:978-3-319-90312-5; 978-3-319-90311-8)

Musenet: Collaboration in the music artists industry

Topirceanu, A., Barina, G., & Udrescu, M.
2014
European Network Intelligence Conference, IEEE, pp. 89-94, September 2014 (Accession Number: WOS:000361480100014, ISBN:978-1-4799-6914-2E)

MuSeNet: Natural patterns in the music artists industry

Barina, G., Topirceanu, A., & Udrescu, M.
2014
9th IEEE International Symposium on Applied Computational Intelligence and Informatics (SACI), IEEE, pp. 317-322, May 2014 (Accession Number: WOS:000343400600055, ISBN: 978-1-4799-4694-5)