

Contact

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Top Skills

JavaScript

CSS

HTML5

Marius Paraschiv

Front-End Developer at IBM

Bucharest, Romania

Summary

Experienced Front-End Developer with a demonstrated history of working in the program development industry. Strong arts and design professional skilled in Photography, English, Cascading Style Sheets (CSS), Java, and PHP.

Experience

IBM

Front-End Developer

December 2018 - Present

Bucharest, Romania

Knowledge of HTML5, CSS3 and JavaScript

Knowledge of Object Oriented Programming

Knowledge of data structures, algorithms and design patterns

Fluent in English

Quick to grasp and understand new tasks and ideas

Great team worker

Preferred Tech and Prof Experience

Frontend frameworks (Angular/React/Vue)

Financial knowledge

Understanding of relational database concepts and programming

Web services knowledge

AMGI OFFICE

Fotograf/Cameraman Evenimente

February 2015 - Present

Bucharest, Romania

Video production and editing skills.

Design engaging video & artwork for promotional campaigns and activity.

Identify latest industry trends from a multimedia perspective to develop engaging and cutting-edge multimedia content.

Create and delivery high quality videos (predominantly for social media), high quality photography and work on artwork for the full range of projects, which will include graphic design, branding, UX and digital multimedia design.

Create high quality graphic design artwork and multimedia materials to support the marketing & comms team with its campaigns, communications, video and social media content to educate, persuade and inform the audience. With expertise in graphic design, digital audio and visual media; bringing text, photos, graphics, animation and sound together to make media-based products.

- Adobe Premiere Pro
- Adobe After Effects
- Adobe Photoshop
- Adobe Photoshop Lightroom

Team Extension SRL

Front-end Developer

August 2018 - December 2018 (5 months)

Bucharest

- Javascript
- React.js
- Node.js
- Strong OOP knowledge
- Excellent problem solving skills.
- To design and code new features and enhancements.
- To assist with all aspects of the product lifecycle, from specifications through QA.
- To collaborate with senior developers on finding and fixing bugs.

COMPUTER GENERATED SOLUTIONS INCORPORATED LLC

Technical Customer Support Representative

March 2018 - June 2018 (4 months)

Bucharest, Romania

Provide support, including procedural documentation;

- Respond within agreed time limits to call-outs;
- Work continuously on a task until completion (or referral to third parties, if appropriate);
- Prioritize and manage many open cases at one time;
- Establish a good working relationship with customers and other professionals

Electronic Arts (EA)

Game Tester

November 2017 - April 2018 (6 months)

Bucharest, Romania

Identifying and conveying any potential defects within the game, while analyzing impact and further checking success rate of fixes implemented. A QA Tester in EA loves the game, learns to understand the dynamics of the game and how each element interacts with the end user to satisfy expectations of the users at home playing the final version of the product.

S.C. EXPERT CONNECTION

Sales Representative

June 2017 - September 2017 (4 months)

Bucharest, Romania

Identify business opportunities into accounts which Territory Managers are not focusing on – cold calling etc.

Create newsletters and keeping customers up to speed on business updates and promotions

Execute and achieve sales quota and targets

Track, manage, and report ongoing activity relative to sales pipeline

Research the client and sector to identify possible client needs and solutions the company can offer

Lead Capital Markets Ltd

Account Manager

February 2017 - June 2017 (5 months)

Bucharest, Romania

Responsible for generating sales in the assigned geographic area, including growth

portfolios, customer relationships, and customer retention

ASAFF - Asociația Studenților și Absolvenților Filiei Francofone

Graphic Designer

October 2016 - February 2017 (5 months)

Google Game Jam

Game Developer

January 2015 - January 2015 (1 month)

Bucharest, Romania

We build a game for Global Game Jam Bucharest 2015 in 48 hours. The team wanted to create a 2D top-down puzzle game with unique game elements.

The project continued after the Jam game ended. another week for

bringing the game into Alpha version. The game was created in Unity3D and my job was to code the mechanics of the game. I was helping the design team also.

Education

Universitatea Româno-Americană din București

Bachelor's Degree, Computer Science for Economics · (2017 - 2020)

University POLITEHNICA of Bucharest

Bachelor of Science (BS), Computer Systems Networking and Telecommunications · (2016 - 2020)