

# GEORGIANA ION

SOFTWARE DEVELOPER

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## PROFILE

Full stack developer with 3 years of experience, specializing in modern web applications, with a focus on **Laravel**, **.NET**, and **Vue.js**. I thrive in feedback-driven teams, leveraging my strong communication skills to achieve a high-performing collaboration.

## HARD SKILLS

JavaScript | TypeScript | React | Vue | Tailwind CSS | C# | .NET | Unity | Node.js | Laravel | PHP | PostgreSQL

## SOFT SKILLS

Team work | Attention to details | Intercultural communication | Sociable | Creative | Solution-oriented | Adaptability | Client communication

## HOBBIES

Books | Boardgames | Tea | Acrobatic sports | Learning Danish

## LANGUAGES

Romanian | English

## WORK

### Full stack developer

March 2024 – Present

**UPDIVISION**

Romania (Remote)

Achieved 5× faster load times on a client's medical web platform; diagnosed the bottleneck and restructured the system design to get there

Automated content moderation for a social mobile app using OpenAI's classification models, integrated across all user-generated content, including posts, comments, and profile pictures

Enhanced documentation for a game development SDK by building a series of prototype applications demonstrating its real-world usage

Increased delivery speed while following strict coding standards by embracing AI-assisted development workflows

Contributed to code quality and long-term maintainability by writing clean, well-structured solutions, refactoring proactively and contributing to system design improvements through code reviews

**Technologies:** React, Vue.js, TypeScript, Node.js, C#, .NET, Laravel, Unity, PostgreSQL

### Frontend developer

July 2022 – January 2023

**Unbox the Universe** (internship)

Belgium (Remote)

Solidified the business-customer connection by building the interfaces for a consumer rewards platform

Bridged theory and practice by applying concepts from my software engineering studies to a real-world product

**Technologies:** TypeScript, React, Next.js, Node.js, Material UI, REST APIs, Scrum

## EDUCATION

### VIA University College

August 2020 – January 2024

*Software Technology Engineering*

*Bachelor's Degree - Interactive Media*

Horsens, Denmark

Built a solid foundation in data structures and algorithms, software design principles, architecture and best practices

Honed strong teamwork and intercultural communication skills through recurring semester projects with international teammates

Gained hands-on experience with in-demand technologies, such as TypeScript, React, Vue, Redux, C#, .NET and Unity