



ANDREI PANA

SOFTWARE DEVELOPER

PROFILE

Passionate Software Developer with more than 17 years of experience creating applications.

Expertise in Object-Oriented Programming, skilled at progressing from problem statement to a well implemented solution.

In-depth knowledge of the C# programming language and the .Net/CLR internals.

TECHNOLOGIES

C#, .Net, .Net Core, WPF, ASP.Net, ASP.Net Core, Blazor, SignalR, Xamarin, EntityFramework, Dapper, Win32 API, Windows Programming, Software Design, Object Oriented Programming, Agile Practices

LANGUAGES

English – proficient
German – basic conversational
French – basic conversational
Romanian – native

STACK OVERFLOW



CONTACT

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EXPERIENCE

Mar 2019 - Present **Technical Lead | Electronic Arts**

- Developed a solution used to profile games (C#, .Net, WPF, C++)
- Accountable for the architecture of the application
- In charge of upgrading the application to .Net 5
- In charge of migrating to automated testing (MSTest, WinAppDriver)

Sr. Software Engineer | Electronic Arts

- Optimized the WPF performance of one of the main components of the Frostbite's game editor (C#, .Net, WPF, C++)
- Developed a cloud solution for aggregating telemetry data from the released games (Azure, Functions, C#, SQL, PowerBI)

Mar 2015 - Present **Software Developer | Centeria**

- Developed my own application for restaurant orders management (C#, WPF, Xamarin)
- In charge of all technical aspects, from architecture to coding, testing and optimization

Mar 2015 - Mar 2019 **Freelance contractor**

- Pentalog / TraceOne - web application for private label management (ASP.Net, C#, React, SQL)
- Mind Treat Studios - various mobile and Kinect applications for the advertisement industry (C#, Android, Kinect)
- Amber Studio - Disney Junior Plus - Android mobile game (C#, Xamarin)

Feb 2013 - Feb 2015 **Tools Engineer | Electronic Arts**

- Application for viewing and analyzing traces and logs generated during a game run (C#, WPF)
- Application for viewing, modifying and debugging the OpenGL state of mobile applications (C#, WPF, Win32, OpenGL)
- Internal presentations and trainings on the subjects of SOLID principles, async patterns, MVVM design patterns and WPF

Jul 2008 - Feb 2013 **R&D Engineer | Electronic Arts**

- Application for viewing/changing memory and invoking remote calls on a process running on a mobile device in real-time (C#, WPF, Win32, C++)

- Device emulator for simulating various phones and tablets running on Windows (C#, WPF, OpenGL)
- Application for creating modular sprites and animation in 2D (C#, WinForms)
- Application for editing 2D and 3D game levels (C#, WinForms)

May 2006 - **Games Engineer | Electronic Arts**

Jul 2008

- Developed mobile games for J2ME mobile phones (Harry Potter, Medal Of Honour, Fifa 2006, Fifa Street)

April 2004 - **Games Engineer | Gameloft**

April 2006

- Developed mobile games for J2ME mobile phones (Football Trivia, Derek Jeter Baseball)