



- $\stackrel{\circ}{\sim}$ 21 years
- o Male
- O Chişinău
- 🗔 15 000 MDL

TOP Skills

- development for AVR, STM32, ESP32
 microcontrollers. · 3 years
- • development of electrical circuits and PCB layouts, · 3 years
- • FreeRTOS. · 3 years
- • Project Management and Maintenance · 3 years
- FreeRTOS · 7 months
- Communication Skills · 7 months

Preferences

- Part-time
- Flexible
- No schedule
- In-house
- Hybrid
- Remote

Languages

- Romanian · Medium
- Russian · Native
- English · Medium
- Turkish · Communication

Skills

Datele de contact sunt contra cost. Detalii aici: https://www.rabota.md/ro/prices/cv

Embedded C/C++, Electronics

About me

I do sports for myself. I love cars and motorcycles. I am friendly, sociable, responsible.

Work experience

FREELANCING IN THE EMBEDDED DOMAIN · FREELANCE

January 2021 - Present · 3 years 11 months

- BMS Monitoring System for Electric Vehicle
- Smart Solar Tracker and Monitoring System
- Hardware Password Manager
- Water Meter Calibration Tool
- other more multiple projects.

Skills: • development for AVR, STM32, ESP32 microcontrollers., • Project Management and Maintenance, • development of electrical circuits and PCB layouts,, • FreeRTOS.

EMBEDDED AND AUTOMOTIVE APPRENTICESHIP • BSW TECH

August 2023 - February 2024 · 7 months

- Embedded Internship: Studied Embedded C/C++,

- microcontroller architecture, and peripherals while developing
- Embedded Internship: Studied Embedded C/C++,

microcontroller architecture, and peripherals while developing learning projects.

- Developed Embedded Projects: Cable Tester, Game Console, Advanced Universal Remote Control, Smart Home.
- Studied Automotive Systems and AUTOSAR Architecture.

Skills: Team Working, C/C++, Embedded, Microcontrollers, AUTomotive Open System Architecture (AUTOSAR), FreeRTOS, Communication Skills, Electronics

Desired industry

• IT, Tech

- C/C++
- Electronics
- Embedded
- AUTomotive Open System Architecture (AUTOSAR)
- Team Working
- Python
- Java
- Git

Driving licence

Category: A, B, C