



LUCIAN OLOSUTEAN

SOFTWARE ENGINEER



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Cluj-Napoca

Results-driven Software Engineer with extensive experience in developing robust applications across diverse industries since 2013. Specializing in back-end development with expertise in Java, Spring Boot, RabbitMQ, Redis, and PostgreSQL. Proven ability to quickly grasp complex business requirements and translate them into scalable solutions. Experienced with a range of technologies, including Nest.js and React, showcasing adaptability and continuous learning. Adept at working in Agile environments and ensuring high-quality deliverables through thorough code review and testing.

Core Skills

- Java, Spring Boot, Spring
- RESTful APIs, Microservices
- PostgreSQL, JPA, Hibernate
- RabbitMQ, Redis
- DevOps & CI/CD
- Agile/Scrum methodologies
- Mentorship
- Strong communication skills
- Strong analytical skills
- Quick-learner
- Solution oriented

Industry Expertise

Software Design	<div></div>
Backend Development	<div></div>
Problem solving & Analytical skills	<div></div>
DevOps & CI/CD	<div></div>
Mentorship & Training	<div></div>

Languages

English	<div></div>
Romanian	<div></div>

Professional Experience

Software Engineer | AROBS Transilvania Software 2013 - Present | Cluj-Napoca, Romania

- Developed and maintained applications using Java, Spring Boot, and Java EE with a focus on backend development.
- Designed and implemented RESTful APIs for microservices communication.
- Utilized RabbitMQ and Redis for inter-service messaging and event-driven architectures.
- Led technical decision-making for complex projects, providing analysis and solutions.
- Mentored junior developers and interns, fostering a collaborative environment.
- Applied DevOps practices using Docker and AWS for CI/CD and continuous integration.

Associate Professor | Technical University of Cluj-Napoca 2018 - Present | Cluj-Napoca, Romania

- Teaching laboratory sessions in "Software Engineering" at the Faculty of Automation and Computer Science.
- Mentored students in Java programming and practical applications, contributing to their academic development.

Projects

Machine Labelling Processor

Processor of data from machine labelling systems.

TV Video Streamer

Video streaming engine for preparing and distributing video data for TV consumers.

Sports Data Aggregator

Engine for processing and aggregating sports timing data into KPIs for clients.

Content Management System

System for managing sports event competitions, providing data and functionality for event management.

Channel Manager

A web services-based engine for hotel availability and rate distribution across multiple channels.

Education

Babeş-Bolyai University, Cluj-Napoca, Romania | 2014 – 2016

Master's Degree, Mathematics and Computer Science

Babeş-Bolyai University, Cluj-Napoca, Romania | 2011 – 2014

Bachelor's Degree, Mathematics and Computer Science