

ALEX LUNCAN

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BACKGROUND

Analytical, organized, and detail-oriented professional with experience in software development and system administration. Started as a Software Engineer at Celestica, where I contributed to software solutions and process optimization. Later, as a System Administrator and Software Developer at WebEye, I managed IT infrastructure and developed software to enhance operational efficiency. Known for problem-solving skills, adaptability, and a structured approach to work.

EDUCATION

BACHELOR OF SCIENCE IN MATHEMATICS, COMPUTER SCIENCE

Bellows College, 2009 – 2013

- Holding a strong foundation in advanced mathematical concepts, algorithms, programming, and software development.
- Emphasized on problem-solving, logical reasoning, and computational thinking.

EXPERIENCE

SOFTWARE ENGINEER | CELESTICA

Oradea, RO, 2017 – 2019

Maintained and developed applications using C# and PHP, ensuring efficient database management with MySQL and MSSQL

Collaborated with teams to optimize software solutions and improve internal processes

Coordinated the development of an IT Assets & License Management system, streamlining asset tracking for over 3,000 employees

Implemented an electronic asset signing system via Active Directory, improving efficiency and record accuracy

Focused on problem-solving, organization, and process optimization to support business needs

IT SUPPORT ENGINEER | WEBEYE

Budapest, HU, 2019 – 2020

Started as a System Administrator, overseeing IT operations at the Romanian branch before transitioning to application development. Managed users in Active Directory, conducted security assessments with ESET, and handled asset provisioning for employees. Developed a GSM server for automated SMS sending, improving communication efficiency. Created CloudStore, a secure file-sharing application for employees and clients. Implemented process automation initiatives to streamline operations and enhance business efficiency.

GAME DEVELOPER | FREELANCE

Oradea, RO, 2021 – 2022

Explored 2D and 3D game development to expand technical expertise and creativity. Developed a 2D platformer game for Android, featuring an auto-generated map using mathematical formulas and simulated gravity. Worked on *Jessica*, a 3D horror game for Windows, set in a fully developed abandoned city with implemented sound effects, triggers, and character mechanics. Both projects were built in C# using the Unity engine, focusing on procedural generation, environmental design, and gameplay mechanics.

LABORATORY ASSISTANT | EUROFINIS

Barneveld, NL, 2022 – 2023

Due to the impact of COVID-19, finding a job in Romania became impossible, leading me to relocate to the Netherlands.

Worked as a laboratory assistant, managing tasks efficiently within an afternoon schedule starting at 17:00. Utilized the flexible schedule to pursue independent initiatives, designing and developing innovative applications. Adapted quickly to a new work environment, demonstrating problem-solving skills and adaptability. Passion for travel and cultural exploration provided a broader perspective, enhancing creativity and analytical thinking.

AEROSPACE TECHNICIAN | GKN AEROSPACE

Rotterdam, NL, 2023 – 2024

Worked in the military sector, manufacturing components for military aviation and aerospace. Ensured high-quality standards in the production of critical aerospace components. Signed a Non-Disclosure Agreement (NDA), maintaining confidentiality and compliance with industry regulations.

INVENTORY CONTROLLER | GXO

Heerlen, NL, 2024 – 2025

Conducted regular cycle counts to ensure inventory accuracy and maintain proper stock levels while managing lost and found items for accurate tracking. Performed relabeling tasks to update product information and ensure compliance with company standards. Temporarily replaced the direct supervisor, gaining valuable leadership experience and developing team management skills. Learned and executed report generation for inventory tracking and analysis, improving efficiency in inventory management. Utilized **Shogun software** for label printing, streamlining tasks and ensuring precise inventory control. Developed strong attention to detail, accuracy, and proficiency in inventory reporting, analysis, and team supervision.

INVENTORY CONTROLLER | NIPPONEXPRESS

Roosendaal NL, 2025

Detail-oriented Inventory Controller with experience managing material transfers in a newly established warehouse for Nippon Express. Skilled in coordinating reach truck drivers to ensure efficient putaway, printing and managing labels for accurate receiving, and maintaining precise inventory control. Experienced in resolving discrepancies between system data and physical stock locations, ensuring smooth operations and accuracy. Known for problem-solving and organizational skills, I contributed to the efficient handling of automotive components for Xpeng while supporting optimal warehouse performance.

HUMAN RESOURCES STAFFING COORDINATOR | THEMIS

Roosendaal NL, 2025 – Present

I manage the full lifecycle of a temporary workforce, starting from final hiring decisions and onboarding to scheduling, coaching, and (when needed) termination. As the single point of contact for clients, I forecast headcount, keep operations staffed, and maintain clean compliance while treating people fairly.

SKILLS

- Mechanical Skills
- Inventory Management
- Leadership & Supervision
- Logistics & Warehouse Operations
- Database Management (MySQL & MSSql)
- Process Automation
- Label Printing Systems (Shogun)
- Application Development & IT Support
- Problem-Solving & Adaptability
- MS Office Proficiency
- AI & Machine Learning Knowledge
- English, Romanian, and Hungarian Fluent
- Troubleshooting & Maintenance
- Report Generation & Analysis

HOBBIES

I have a strong passion for both technical and mechanical activities. I enjoy working on cars, particularly rebuilding and modifying engines, which enhances my mechanical knowledge and problem-solving skills. Additionally, I like to challenge myself with winter sports like skiing, which keeps me active and focused. In my downtime, I also enjoy drawing, allowing me to express my creativity and attention to detail, skills that complement my work as a software developer. I am constantly working on software development projects, always seeking to learn new technologies and improve my skills.