



👤 41 years
 ♂ Male
 📍 Chişinău
 💰 2 500 EUR

in

TOP Skills

- **React** · 7 years
- **JavaScript** · 7 years
- **HTML** · 6 years
- **CSS** · 6 years
- **JQuery** · 5 years
- **Unity** · 4 years

Preferences

- Full-time
- In-house
- Hybrid
- Remote

Languages

- **Romanian** · Elementary
- **Russian** · Fluent
- **English** · Medium

Skills

- React
- Vue
- Nest
- Unity
- C#
- TypeScript

Contact details are available for a fee.
Details here:
<https://www.rabota.md/ro/prices/cv>

Full-Stack Developer (JavaScript/TypeScript, C#, PHP)

About me

I create modern web applications and server-side solutions that are easy to scale and maintain. I like to think through the architecture so that the team can work quickly and the project grows without chaos. I stick to the SOLID, DRY, KISS, and YAGNI principles, and I try to write code that is clear not only to me but also to other developers.

I use the "12-factor" approach in my work, actively use Docker for containerization, and automate deployment through GitHub Actions so that new versions of the application appear quickly and without errors, adhering to CI/CD.

What I can and love to do:

Backend: Node.js, NestJS (TypeORM); build REST API, GraphQL and WebSocket services.

Frontend: React (ContextAPI, Redux), Vue (Composition API, Vuex, Pinia); create adaptive interfaces for different devices.

Databases: PostgreSQL, MySQL; caching via Redis; RabbitMQ queues.

Architecture and approaches: MVC, ECS, DDD, Event-Driven, CQRS.

DevOps and tools: Docker, CI/CD, GitHub Actions, Postman, Agile (Atlassian).

Programming: TypeScript/JavaScript, C#, PHP, SQL, HTML/CSS/SCSS.

Design and prototyping: Photoshop, Figma.

AI and automation: I use Copilot and ChatGPT to speed up development and generate ideas.

Work experience

Full-Stack Developer · DevFinder.io · Chişinău
September 2025 - Present · 3 months

Development of a job and project search system for developers
 My combat pet project demonstrating full-stack development skills.

- Designing the application architecture and implementing

- JavaScript
- SQL

Driving licence

Category: B

With personal auto

backend logic.

- Creating an SSR application using Next.js and a responsive interface for different devices.
- Configuring and integrating a GraphQL API for efficient data exchange between the frontend and the backend.
- Implementing a secure authentication and authorization system using JWT and password hashing via Argon2.
- Performance optimization and data caching using Redis.

Technology stack: Next.js (React.js), NestJS, TypeORM, GraphQL, PostgreSQL, Redis, JWT, Argon2.

Skills: NestJS, Next, ReactJS

Frontend Developer · AffiliateEdge · London

May 2018 - June 2025 · 7 years 2 months

Development and support of a system for landing pages using React.

- Creation of UI components and integration with backend API.
- Optimization of page loading speed.
- Layout and adaptation for mobile devices.

Skills: React, JavaScript

Full-Stack Developer · Sparta Ink · Tel Aviv

March 2023 - May 2025 · 2 years 3 months

Development, testing, support, and deployment of a system for landing pages using Laravel + Vue.

- Setting up data for pages on multiple satellite sites.
- Implementation of an administrative panel and content editing tools.
- Development of individual landing pages using Vue.
- Creation and customization of WordPress (Elementor) sites.

Skills: Vue.js, Laravel, JavaScript, SCSS, Vite

Game Developer · IDDDQD · Санкт-Петербург

August 2022 - February 2023 · 7 months

I developed the client-side, specifically the web and mobile applications, for the multiplayer strategy game 'Points' (similar to Go, with modified rules), using the CocosCreator engine.

Skills: TypeScript, Cocos Creator

Unity Developer · Stellar Group · Chişinău

May 2021 - June 2022 · 1 year 2 months

Lead Developer of the mobile game Match3. This game is currently not available in app stores, but there is a video by an external streamer:

<https://www.youtube.com/watch?v=6z-fE9l4Khc>

The project was created using the Unity engine, along with add-

ons like Zenject and DoTween.

Responsibilities included:

Creating architecture using the MVC pattern and SOLID principles.

UI development.

Developing gameplay algorithms.

Project optimization using patterns such as Object Pooling, Structs, Garbage Collector, and Unity Sprite Atlas.

My duties involved both development and refactoring tasks for the project.

Skills: Unity, Zenject, C#

Unity Developer, Full-Stack Developer · Barbudi · Chişinău

November 2016 - August 2020 · 3 years 10 months

Lead Developer of the client-side for a dice game (a dice-throwing game), which was ported to Android, iOS, and WebGL systems.

My responsibilities also included documentation management, testing, and collaborating on the creation of the web and server applications using the Nest + React technology stack.

The website and game are currently not active, but there is still information about it on the Play Market:

<https://apptopia.com/google-play/app/com.barbudi.www/about>

Skills: Unity, WebGL, C#

Frontend Developer, Game Developer · "Game Tech Group N.V." · Chişinău

July 2011 - May 2016 · 4 years 11 months

Game Developer using Flash: slots, scratch cards, roulette, poker. I held this position until the discontinuation of Flash Player support in the Chrome browser, for about 3 years. I developed and designed the architecture for the games in collaboration with the Backend team.

I programmed in Actionscript 2.0/3.0.

Later, I worked on the development, programming, and maintenance of websites, landing pages, banners, and mini-games using jQuery.

Skills: HTML, CSS, JQuery

Frontend Developer · SMW-International · Chişinău

August 2010 - April 2011 · 9 months

I worked on the development, programming, and maintenance of websites, as well as landing pages, banners, and mini-games.

Skills: HTML, CSS, JQuery

3D Designer · 3DCorn · Chişinău

October 2008 - February 2010 · 1 year 5 months

I was an interior and exterior visualizer using 3DS Max / V-Ray.

Skills: Autodesk 3DS Max

HTML · DO:IT “Don Odin: Intelligence Team” молд-немецкая компания · Chişinău

February 2007 - June 2008 · 1 year 5 months

I was only involved in creating the markup for websites.

Skills: HTML, CSS

Desired industry

- IT, Tech

Education: Higher

Universitatea de Stat din Moldova

Graduated in: 2006

Faculty: Matematică şi Informatică

Speciality: Developer