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Full-Stack Developer (React, Vue, Nest, Laravel)

👤 41 years

♂ Male

📍 Chişinău

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
- JavaScript

About me

Experienced developer focused on creating web applications, server solutions, and games.

My primary priority is the development of architectural solutions that ensure ease of scaling, testing, and maintenance. I adhere to the principles of SOLID, DRY, and KISS and have a deep understanding of programming patterns and paradigms.

Key Skills:

- Development of server applications using Node.js, Nest, and relational databases such as PostgreSQL and MySQL.
- Frontend development with React (using ContextAPI, Redux) and Vue (using Vuex, Composition API), as well as creating responsive layouts (table and block) using the SCSS preprocessor.
- Game development using Unity (with frameworks such as Zenject, ECS) and Cocos Creator.

Programming Languages:

- JavaScript / TypeScript — for frontend development.
- C# — for game development in Unity.
- SQL — for working with databases.

Technologies:

- Node.js
- React (ContextAPI, Redux)
- Vue (Composition API, Vuex)
- Vite
- Nest.js (TypeORM)
- PostgreSQL, MySQL
- Unity (Zenject, Addressable, ECS)
- Cocos Creator
- GitHub
- Redis
- RabbitMQ
- Docker

Graphic Editors:

- Photoshop
- Figma
- 3DSMax

I actively use Copilot and ChatGPT, which allows me to quickly

- SQL

find solutions for various tasks.

Driving licence

Category: B

With personal auto

Work experience

Frontend Developer · AffiliateEdge · London

May 2018 - Present · 7 years 5 months

Creating, testing, supporting, and deploying a system for landing pages using React.

Skills: React, JavaScript

Full-Stack Developer · Sparta Ink · Tel Aviv

March 2023 - May 2025 · 2 years 3 months

My responsibilities included the development, testing, support, and deployment of a system for landing pages, which allowed configuring data for pages hosted on various satellite sites. The system was built as a monolith using Laravel + Vue, while the landing pages were created with Vue. I also occasionally worked on building websites using WordPress, with the Elementor plugin.

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-fE9I4Khc>

The project was created using the Unity engine, along with addons 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 / VRay.

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 și Informatică

Speciality: Developer