

Radu-Mihai Voinea

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Education

National University Of Science and Technology Politehnica Bucharest , BS in Computer Science	2023 – present Expected 2027
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Certifications

New York University , MicroBachelors in Programming and Data Structures - [certificate]	2022
Georgia Tech , Professional Certificate - Introduction to Object-Oriented Programming with Java - [certificate]	2022
Harvard : CS50x, CS50 Web, CS50 AI,	2022
Linux Foundation , LFS101x - Introduction to Linux - [certificate]	2022

Experience

Java Freelancer	September 2020 – present
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- **Java Development**: Extensive experience with frameworks such as **Spring**, Fabric, Forge, Sponge, Spigot, and JDA.
- **Distributed Load Systems**: Design and maintenance of scalable, distributed load systems.
- **Kubernetes and Docker**: Expertise in containerized deployments and orchestration.
- **Linux System Administration**: Proficient in system administration and providing security advisories.
- **Cloud Deployment and Administration**: Skilled in deploying and managing cloud environments.
- **Bash Scripting and Automation**: Development of scripts for automation tasks.
- **Web Server Configuration**: Configuring and managing **Nginx** and **Apache2** web servers.
- **Redis Configuration**: Setup and management of **Redis** as a non-database system.
- **Team Leadership**: Assembled and led small development teams.
- **Python Automation**: Development of automation scripts using Python.
- **C Game Development**: Involvement in game development projects using **C** and **Unity**.
- **Database Design**: Designing **SQL** database relationships and managing **MongoDB** clusters, including working with the MongoDB Java driver.
- **CI/CD Pipelines**: Implementation of continuous integration and deployment pipelines using **GitHub Workflows**.
- **Application Management**: Administration and management of various applications.
- **Reverse Engineering**: Led the reverse engineering and working with obfuscated systems.
- **Security Assessments**: Conducting security assessments and implementing protection measures.
- **Web backend and APIs**: Create and used **REST APIs** in both Java and Python environments for **automation** and **data scrapping** and **data analysis**
- **Multi Platform and Legacy support**: Maintained and updated **legacy system** and created **multi-platform** libraries and systems
- **Low level and operating systems**: Created a small operating system kernel in **Rust** and managing high performance sub-systems

Projects

KingdomsCore

- Developed a Kubernetes-based multi-server system for optimized data synchronization and dynamic scaling, hosted on a public cloud for redundancy. It features auto-registering servers with a proxy, multi-layered caching using **MySQL**, **Redis**, and in-memory solutions, and centralized logging for efficient monitoring and debugging.
- **Tools Used:** Kubernetes, Java, MySql, Redis, MongoDB, Python, Linux

RustOS

Voinea-Radu/RustOS

- Created a Rust based **Operating System** aimed at offering **code safety** and **extensibility** at no expense to the performance of OS, based on no external libraries.
- **Tools Used:** Rust

ControlPanel

Voinea-Radu/ControlPanel

- Created a **Spring Boot** application to simplify Java application hosting by wrapping the **Linux** shell. It supports multi-node management, user-selectable **Java** versions, automated **SFTP** server creation, and independent resource monitoring per Java instance, with integrated **Google 2FA** for security.
- **Tools Used:** Java, Spring Boot, Linux

RoyalSecurity

Voinea-Radu/RoyalSecurity

- Designed a Java-based Discord integration for enhancing Minecraft server security by using Discord as a second authentication factor. Integrated with TicketSystem for seamless Discord-Minecraft account management, enabling authentication, password resets, and moderation within the server environment.
- **Tools Used:** Java, JDA, Rest API, Linux

RedisManager

Voinea-Radu/RedisManager

- Created a **Redis**-based inter-server event management library enabling two-way communication between servers using events. It supports both one-to-one and broadcast communication modes, wrapping Redis' pub-sub mechanism for flexible and **scalable** inter-server event-driven interactions.
- **Tools Used:** Java, Redis

Technologies

Languages: Java, C, Rust, C++, Python, JavaScript

Technologies: Kubernetes, Docker, Nginx, Apache, Redis, MySQL, MongoDB, AWS, DigitalOcean, OVHCloud, REST APIs,