Ștefan Niță

Full Stack Developer

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EDUCATION

Faculty of Mathematics and Computer Science, Babeș-Bolyai University Graduated: July 2024
Bachelor's Degree in Mathematics Cluj-Napoca, Romania

Relevant Coursework: Object-Oriented Programming, Data Structures & Algorithms, Design Patterns, Databases, Operating Systems, SOLID Principles, Strong Mathematical Foundation

EXPERIENCE

AutoDac | Next.js, TypeScript, TailwindCSS, Shadcn UI, Supabase May 2025 – July 2025
Used Car Sales, Dismantling & Towing Platform

- Delivered a full-stack freelance platform for showcasing and managing filterable car listings, enhancing the client's online presence and enabling direct customer engagement via WhatsApp, Facebook, and phone.
- Integrated the Facebook Graph API into a user-friendly admin dashboard to automate publishing, updating, and deleting car listings on the client's Facebook Page, with real-time tracking of reactions and comments.

PROJECTS

Peak Planner | Next.js, TypeScript, TailwindCSS, Shadcn UI, React Hook Form, Zod, Spring Boot, MySQL
Scheduling & Goal-Tracking Application

- Developed an interconnected scheduling system for routines, long-term goals, and events, enabling users to track progress efficiently — regardless of the plan's complexity or precision — all within a visually appealing, intuitive, and responsive design.
- Implemented a flexible system where activities can be independent or linked to long-term goals while also tracking specific events, providing a clear and highly customizable roadmap.
- Built RESTful APIs with full CRUD operations using Spring Web for request handling, Spring Data JPA with Hibernate ORM for efficient database interactions, and Spring Security with JWT authentication to secure API endpoints.

NURBS Surface Visualizer | React.js, React Three Fiber, Material UI, MathJax
Interactive 3D visualization tool for NURBS surfaces (developed as part of my bachelor's thesis)

- Enabled real-time computation and visualization of the surface and its control polygon by dynamically interacting with the input values, allowing seamless exploration from different angles.
- Utilized NURBS to model bilinear, extruded, ruled, and revolution surfaces, providing smooth and precise geometric representation, complemented by a LaTeX-written theoretical overview for each surface type.

TECHNICAL SKILLS

Programming Languages: JavaScript & TypeScript, HTML & CSS, Java, SQL
Frameworks & Libraries: React.js (Next.js), Three.js, TailwindCSS, Spring Boot
Developer Tools: Git, AWS, Postman, Supabase, VS Code, IntelliJ IDEA

CERTIFICATES

- AWS Certified Cloud Practitioner
- Fundamentals of Operating Systems
- Three.js Journey
- Spring Boot 3, Spring 6 & Hibernate for Beginners
- Figma UI UX Design Essentials
- The Web Developer Bootcamp 2023

LANGUAGES

- Romanian - Native
- English - Advanced
- German - Beginner