

Mirel Bițoi

Full-Stack Developer

Bucharest, Romania

Full-Stack Developer with 4+ years of hands-on experience creating end-to-end web applications that deliver seamless user experiences.

Passionate about coding and crafting elegant, responsive user interfaces, while also developing backend solutions that are efficient, robust, and built to scale.

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Skills

Programming Languages

JavaScript (ES2015+), TypeScript, HTML5, CSS3

Libraries & Frameworks

React.js, Next.js, Express.js, NestJS, Prisma, GraphQL, Apollo, MongoDB, Redux, Storybook, JSS, SCSS, Tailwind CSS, Styled Components

Databases & Data Storage

PostgreSQL, Redis, MongoDB

Tools & Platforms

Git, GitHub, GitLab, Docker, Webpack, Vercel, Heroku, Firebase, Figma, Zeplin

Experience

Full-Stack Developer - WebitFactory • Aug 2024 - Present

- Developed features for an online gaming platform, integrating third-party providers and implementing raffles, promo codes, and Web3 functionalities.
- Worked on both front-end (Next.js, Material UI, Tailwind CSS) and back-end (NestJS, Prisma, Redis, PostgreSQL), ensuring high-quality and responsive solutions.
- Handled bug fixes and maintained platform stability.

Full-Stack Developer - Sessions • Jan 2021 - Aug 2024

- Implemented key features for the video conferencing platform, including the onboarding flow, authentication flow, and core features like contacts and notifications. Developed various widgets such as audio player, polls, chat, Q&A, participants, and transcript.
- Built reusable components and translated designs into responsive code using TypeScript, React.js, Next.js, Tailwind CSS, Material UI, JSS, and SCSS.
- Worked on core modules, such as event, calendar, and booking, and integrated third-party services like Notion and Evernote.
- Developed and maintained backend features using Express.js, GraphQL with Apollo, PostgreSQL, Prisma, and Redis.

Project / Product Manager - Premium IT Technologies • Apr 2018 - Jan 2021

- Managed and coordinated the department's integration projects.
- Integration of new payment methods.
- Creation and maintenance of the cashier's routing and fraud rules.
- Constant optimization of the cashier, as well as all current payment methods.

Game Developer & QA Tester - Freelance • Jul 2015 - Apr 2018

- Developed new game features and collaborated with the content team to enhance Unity-based multiplayer games.
- Built client-side components and improved game performance using JavaScript and Unity.
- Made game variables accessible to players, allowing them to customize and personalize their gameplay experience.
- Tested and debugged games to ensure quality, while providing support to players and developers for smooth gameplay.

Education

Economic Informatics • Jul 2013 - Jul 2016

Faculty of Cybernetics, Statistics and Economic Informatics

- Relevant courses: Web Programming, Database Systems, Data Structures and Algorithms, Object-Oriented Programming (C++)