Andrei Livadariu

I make websites, apps, games, and other cool stuff

Location:	Bucharest, Romania
Age:	35
Phone:	(+40) 724 390 309
Email:	andrei@livadariu.ro
Website:	https://andrei.livadariu.ro

With over 15 years IT experience as a full-stack developer, I've delivered numerous sites, online shops, cross-platform apps, and custom solutions. I have also run my own company, which allowed me to delve into the business, management and leadership side of tech.

What I enjoy the most about this work is to study each business and to proactively identify the areas where I can make the biggest impact. This could mean delivering profitable solutions, reducing costs or helping my co-workers work more efficiently.

This is what I strive to achieve as an IT specialist.

PROFESSIONAL EXPERIENCE

SENIOR WEB DEVELOPER
2019 - 2025

@ Web Lab Space SRL, Romania

- The projects were high-traffic websites built on top of a microservices architecture.
- My chief contribution was in cutting costs by using our resources more efficiently.
- The work also involved cloud storage, video encoding, server management and DevOps.
- Technologies: Laravel, Yii, NodeJS, VueJS, Redis, Backpack

CEO / TECH LEAD
2014 - 2019

@ Modern Web SRL, Romania

- We made online shops, presentation websites and cross-platform apps.
- I handled some of everything: team management, client relations, programming, sales.
- Technologies: Magento, Joomla, Yii, Bootstrap, React Native, Unity

WEB DEVELOPER
2012 - 2014

@ e-reactor ApS, Denmark

- I worked on a vast portfolio of presentation websites and online shops.
- I took part in many sales calls and handled clients directly as a technical advisor.
- Technologies: Magento, Joomla, Bootstrap

TEACHING ASSISTANT
Feb. 2013 - May 2013

@ IT University of Copenhagen, Denmark

- The courses that I taught in were "Intelligent Systems Programming" and "Game Development".
- The day-to-day work was about helping students with their course material.
- I also took part in grading assignments and projects.

VIRUS ANALYST
2009 - 2011

@ BitDefender SRL, Romania

- The bulk of the work was analyzing malware samples through reverse engineering to deliver detection and removal solutions.
- I also researched and implemented machine-learning approaches for malware detection.
- This was a full-time position during my bachelor degree years.

SKILLS

WEB DEVELOPMENT	HTML, CSS, Javascript, PHP, SQL, Server management
PHP ECOSYSTEM	Laravel, Yii framework, Magento, Joomla, Wordpress
JAVASCRIPT ECOSYSTEM	React, NodeJS, Svelte, Vue, Next.js, Firebase, React Native, jQuery
CSS ECOSYSTEM	Tailwind, Bootstrap, SASS, Mobile-first design
DATA STORAGE SOLUTIONS	MySQL / MariaDB, PostgreSQL, Solr, Elasticsearch, Redis
GENERAL PROGRAMMING	C#, C / C++, Java, Python
GAME ENGINES	Unity, Phaser
GRAPHICS SOFTWARE	Adobe Photoshop, 3D Studio Max
ORGANIZATIONAL	Leading a team, Project management, Client relations, Training / mentoring, Research and planning
OTHER SKILLS	Git, Linux, Arduino, Gamification

EDUCATION

MASTER OF SCIENCE IN GAMES, TECHNOLOGY TRACK
2011 - 2013

@ IT University of Copenhagen, Denmark

Master thesis: "Methods for collecting and analyzing gameplay data to create replay footage"

BACHELOR IN COMPUTER SCIENCE
2008 - 2011

@ "Alexandru Ioan Cuza" University, Iași, Romania

Bachelor thesis: "Emulation and virtualization system for Intel x86"

MATHEMATICS - IT TRACK
2004 - 2008

@ "Sf. Sava" high school, Bucharest, Romania

LANGUAGES

ROMANIAN	Native speaker / European Level C2
ENGLISH	Advanced / European Level C2 (TOEFL iBT score: 117/120)
JAPANESE	Intermediate / European Level B1 (Nihongo Noryoku Shiken level 3)
FRENCH	Intermediate / European Level B1

VOLUNTEERING

COMPUTER SCIENCE TEACHER
2019 - ongoing

@ Coder Dojo Bucharest

- As part of this volunteer organization, I teach computer science to children.
- We provide classes on a wide variety of learning-friendly technologies such as Scratch.
- My focus is on hardware-related classes, on the Microbit and Arduino platforms.

OTHER INTERESTS

Piano • Dancing • Juggling • Miniature painting • Board games • Geocaching • Lego • Game design