Răzvan Chițea

Software Developer – Web / Game / App Development

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Summary

Computer Science graduate with hands-on experience in **full-stack web, mobile, and game development**. Skilled in **React**, **Next.js**, **Flask**, **Spring Boot**, and **Unity**, with solid understanding of **RESTful APIs**, **databases** (MongoDB, PostgreSQL, MySQL), and **AI-powered applications**. Passionate about building **scalable, user-centric digital products** through clean code, agile methodologies, and continuous learning. Experienced in **cross-functional collaboration**, debugging, and performance optimization, ensuring efficient and maintainable solutions. Dedicated to leveraging technology for **innovation, automation, and smarter user experiences**.

Work Experience

Mar 2023 – Jun 2023

Web Developer Intern, *Mad & More SRL*, Cluj-Napoca
- Developed and deployed a **full-stack web application** using **Next.js** and **Node.js**, hosted on **cPanel**.
- Implemented responsive, accessible **UI/UX** using modern CSS and reusable React components.
- Integrated **server-side logic** with Node.js, improving performance and scalability.
- Utilized public **npm packages** to accelerate feature development and reduce maintenance costs.
- Practiced version control and collaboration using **Git** and GitHub.
- Gained exposure to **agile workflows**, cross-browser testing, and code reviews.

Education

Oct 2025 – Present

Master's Degree in Advanced Computer Science Systems: Modeling, Design and Development, *Universitatea "Babeș-Bolyai"*, Cluj-Napoca
Taught in German & English

Oct 2022 – Jul 2025

Bachelor's Degree in Computer Science, *Universitatea "Babeș-Bolyai"*, Cluj-Napoca
Taught in Romanian

Sept 2018 – Jun 2022

Romanian Baccalaureate Diploma – Computer Science Profile, *National College "Andrei Șaguna"*, Brașov
Taught in Romanian

Sept 2020 – Jun 2022

Member Certificate, *Computer Science Center of Brașov*
Taught in Romanian

Sept 2018 – Jun 2020

Arts School Diploma – Acting Specialization, *Arts School "Tiberiu Brediceanu"*, Brașov
Taught in Romanian

Technologies & Skills

Programming Languages
Python, JavaScript (ES6+), Java, C#, C++, SQL, HTML5, CSS3

Frameworks & Tools
React, Next.js, Node.js, Flask, Spring Boot, JavaFX, Unity, Qt (C++), Greenfoot

Databases
MongoDB, PostgreSQL, MySQL

Core Skills
Full-Stack Development, RESTful API Design, Client-Server Architecture, OOP, Data Structures & Algorithms, Game Development, AI Integration, Database Design, Version Control (Git), Agile & Scrum

Languages

Romanian	Native
English	C2 – UBB Language Certificate (Writing C1, Reading C2, Speaking C2, Listening C1)
German	B2 – Goethe Certificate (Speaking 93/100, Writing 87/100, Listening 77/100, Reading 67/100)

Awards & Achievements

2020–2021	**ACSL Finals** – American Computer Science League, Intermediate 3 Division – 36/40, scores.acsl.org
2022, 2019	**National Informatics Olympiad** – County Stage, Honorable Mention
2016	**Anatol Ghermanschi Creative Contest** – 1st Prize in Prose (Middle School Category)

Volunteering

2021	Organizing Team Member – 12th Grade Graduation Ceremony, National College "Andrei Șaguna", Brașov
2019	Promoter – Educational Programs, Brașov High Schools Fair
2018–2019	Administrative Team Member – Virtual Reality Laboratory, National College "Andrei Șaguna"