

# Doru Parvu

## Full-Stack Developer

Embarking on this journey at the age of 14, I sought to address a specific need, introducing innovation to my former Minecraft server. This initial spark ignited a continuous journey that has led me to the present, where I proudly identify as a self-taught developer.

### Info

Date of Birth

06 March 2003

Location

Rome, Italy

Website

[kratess.dev](https://kratess.dev)

Github

[github.com/kratess](https://github.com/kratess)

### Contacts

Email

[parvudoruionut@gmail.com](mailto:parvudoruionut@gmail.com)

LinkedIn

[linkedin.com/in/doru-parvu](https://linkedin.com/in/doru-parvu)

### Education

2022 – 2025

BS in Computer Science at Tor Vergata University of Rome

### Skills

- HTML
- CSS
- SCSS/SASS
- JavaScript
- TypeScript
- React.js
- Next.js
- Redux
- Vue.js
- Nuxt.js
- Vuex
- Astro
- Bootstrap
- Tailwind
- Node.js
- PHP
- Java
- Spring Boot
- C
- Python
- Lua
- MySQL
- MongoDB
- SurrealDB

### Languages

Advanced C1

English

Proficient C2

Italian

Proficient C2

Romanian

### Work

2022 – 2023

Solture

#### Front-End Developer

Enhanced e-commerce user interfaces with Nuxt.js for a seamless and responsive customer experience. Collaborated on implementing dynamic features, optimizing performance, and ensuring an intuitive design for improved user engagement.

2018 – 2022

Freelancer

#### Full-Stack Developer

Developed PHP Back-End for forums, Telegram and Discord bots. Designed HTML, CSS, and JavaScript websites. Adopted React.js and Vue.js for advanced user experiences. Expanded skills to NodeJS and Java Spring Boot for robust back-end development. Integrated databases: MySQL, MariaDB, PostgreSQL, MongoDB, SurrealDB.

### Experience

2024 – CURRENT

Lume

#### Full-Stack Developer

Lume, a news site developed with Java Spring Boot and Next.js, succeeds my LAMP-based blog. Users register, comment, share, and like articles, while writers utilize a custom WYSIWYG editor for content creation.

2020 – 2023

NewLife

#### Full-Stack Developer

NewLife, a GTA V server centered around role-playing, stands as my most significant and challenging venture. Leveraging React & Redux, the client side boasts a sophisticated UI that seamlessly communicates with a Lua-based client side. This client side, in turn, interacts with the Lua-powered server side, creating a connection to the database.

2017 – 2019

OthersGames

#### Full-Stack Developer

Started with Java for Minecraft servers, highlighting its OOP complexity. The project involved task delegation, establishing diverse work environments (particularly on Ubuntu), database interaction, and community management.

### Interests

I'm passionate about blockchain technology and intrigued by innovative programming languages like Rust, which bring new concepts for building secure and efficient systems. I also have a strong appreciation for clean, thoughtful design and a deep interest in front-end development.