Summary

Laurentiu Ciobanu

"Full-stack" software engineer

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Profile

23 years old • first job at 16 • "full-stack" developer from CSS to FGPAs (and everything in-between) • deep interests and curiosity about low-level systems, language design and compiler architecture

Employment

Retargeting

jan 2017 - mar 2018 • Junior software developer

Digital marketing automation platform • mostly worked on the tracking SDK used by websites to integrate their client-side to collect information about users and trigger the appropriate actions

javascript • php • mongodb

Mondly

sep 2018 - jun 2019 • Software developer

Language learning app • mostly worked on the android app used by millions of users • help maintain support for older android devices on the cordova version of the app while migrating to a new android app rewritten in kotlin

javascript • typescript • C/C++ • android • kotlin • java • sqlite • elastic stack • mongodb • docker • aws

FintechOS

jun 2019 - oct 2020 • Full-stack Software developer

Digitalization platform for financial institutions • worked on the core product • especially around the server-side javascript runtime, debugging tools and 3rd party integrations

javascript • typescript • C# • .net • entity framework • mssql • redis • ravendb • rethinkdb • azure • aws • windows server & IIS

Employment

Venomia

may 2019 - dec 2021 • Co-founder & Lead Software Architect

Automated bee venom collection system • designed (and mostly built) the entire software and hardware stack from prototype to the first comercial units

javascript • typescript • redis • elastic stack • embedded • postgresql • C/C++ • digital ocean • docker • kubernetes

Webmarc

feb 2020 - oct 2023 • CTO & Partner

Custom software agency • worked with a lot of different clients, helping them drive their idea from paper to production • as the CTO of a start-up you get to wear all the hats: from frontend to devops

javascript • typescript • rust • go • C/C++ • redis • elastic stack • postgresql • digital ocean • aws • docker • kubernetes • pulumi • terraform

Sessions

jul 2020 - now • CTO

Real-time communication and collaboration app • wrote the first line of code, hired the first people, help score €4.4M in seed funding • as the CTO of a start-up you get to wear all the hats: from frontend to devops

javascript • typescript • rust • go • redis • elastic stack • postgresql • webrtc • aws • gcp • docker • kubernetes • pulumi

Awards

1st place • The Bucharest Hackathon

mar 2023 • €5k • team **deadlock**

2nd place • Devhacks 2022 • IoT in Automotive

nov 2022 • €1.5k • team **deadlock**

1st place • Changeneers 2020

jul 2020 • €10k • team **venomia**

1st place • MegaHack 2018

sep 2018 • €5k • team **datastack**

2nd place • GREPIT 11

aug 2018

1st place • Devhacks 2017

oct 2017 • €1k • team **dry solid**

Projects
see more

Kubernate

devops • infrastructure • web • kubernetes

If you're looking for a way to generate valid Kubernetes YAML, you might want to consider using an imperative, type-safe approach. Instead of using a templating language like Helm or writing YAML files manually, you can write actual code that generates the YAML for you. This approach is a specific implementation of Infrastructure as Code, with a focus solely on Kubernetes. Read more here.

TypeScript 96.2% Handlebars 2.7% JavaScript 1.1%

react-directive-attributes

angular • react • web • directives

This project aims to provide React developers with a similar functionality as Angular's attribute directive. With this package, users can create wrapper components and bind them to attributes, making it easier than ever to add behavior to a component from the markup. Read more here.

TypeScript 100%

typescript

compiler • typescript • meta-programming

I am very excited about Rust's meta-programming system. One of the most impressive features of Rust macros is that they allow for compile-time code execution with no performance penalty. This is huge for developers, as it enables them to create a truly seamless programming experience.
Unfortunately, my other favorite programming language, Typescript, does not support compile-time code execution. Although I have long admired Typescript's many strengths, the lack of support for Rust macros has always been a sticking point for me. In an effort to overcome this limitation, I have decided to create my own implementation of compile-time code execution in Typescript.
Read more here.

TypeScript 100%

kmconf

linux • kernel module

JS/TS projects have complex configurations, making management challenging. This project has three components: a kernel module, a user-space daemon, and a CLI.
Read more here.

C 64.7% TypeScript 32.2% Makefile 3.2%

Projects
see more

metal

embedded • low-level • fpga • risc-v

This project was built during the Bucharest Hackathon 2023 which we (me and my team Deadlock) ended up winning.
We wanted to empower users without Digital Hardware Design experience to easily build their own hardware (like accelerators, custom peripherals, high-performance signal processing, custom actuator drivers, etc) using the tools they already know.
Read more here.

Scala 97.4% Rust 1.9% Other 0.7%