

Daniil Schipschi

Phone: +37367373509
Email: daniil.schipschi@isa.utm.md
Website: lumijiez.pro
Linkedin: linkedin.com/in/lumijiez
Github: github.com/lumijiez

Summary

Aspiring software engineer student with a good foundation in problem-solving, scalable architecture design, and collaboration. Passionate about creating maintainable, efficient, and user-focused solutions. Experienced in working on diverse projects through internships, hackathons, and independent initiatives. Fluent in Romanian, Russian, and English, with good communication and teamwork skills.

Work Experience

Fullstack Developer - Internship, Infigo 01/04/2024 – 01/05/2024

Architected a modular ASP.NET Core system utilizing onion architecture, integrating PostgreSQL databases with Evolve migrations and a Vue.js UI.

- Designed and integrated data caching system, enabling 10x request handling capacity
- Initiated a dynamic, data-agnostic Vue.js interface supporting multiple visualization formats
- Orchestrated system deployment using Docker Compose with automated database migrations

Fullstack Developer - Practice, Infigo 01/09/2023 – 01/11/2023

Developed a comprehensive expense tracking platform combining Spring Boot backend with RESTful API, Spring Security, and Hibernate JPA, paired with SvelteKit and TailwindCSS frontend.

- Optimized data performance, achieving 200% throughput increase through 5NF normalized PostgreSQL schema
- Enhanced user experience with streamlined navigation, reducing interaction time by 50%
- Established containerized deployment pipeline using Docker for consistent environment management

Network Engineer, Tipografia Anenii Noi SRL 19/07/2021 – 31/08/2021

Spearheaded enterprise network infrastructure development, Windows Server deployment, DHCP configuration, and security systems for a growing organization.

- Maintained 99.99% system uptime through active monitoring and maintenance
- Developed and delivered technical training programs for 10+ staff members
- Established comprehensive security protocols, including regular audits and updates
- Orchestrated complete IT infrastructure modernization project

Education

Technical University of Moldova, Bachelor of Science, Software Engineering 09/2022 – present

Technical Skills

Programming Languages: Java 8+, C# (.NET 6 +), JavaScript, familiar with C++ and Python

Frontend Development: SvelteKit, React 18, Vue.js 3, TailwindCSS, HTML5/CSS3

Backend Development: Spring Boot 3.x, Spring Security, ASP.NET Core 6+, REST APIs, WebSocket

Database & Storage: PostgreSQL, MongoDB, Hibernate ORM, Flyway, Evolve, Apache Kafka, RabbitMQ

DevOps & Tools: Docker, Git, Linux, Windows Server

Architecture & Design: Microservices, Event-Driven Architecture, SOLID Principles, Design Patterns

Languages: Romanian (Native), Russian (Native), English (C1)

Personal Projects

Wirestream

github.com/lumijiez/wirestream

Low-level HTTP and WebSocket server framework inspired by Express.js, written in Java, focusing on efficiency and customizability.

- Handles 10,000+ concurrent connections with 50MB memory usage and startup time <1s
- Supports HTTP and full WebSocket protocol with automatic ping/pong
- Features thread-pooled connection management, routing, middleware, and path/query parsing

Raven

github.com/lumijiez/raven

Secure, scalable chat application built with Spring Boot, Spring Security, and WebSocket, utilizing a microservices architecture for good performance, maintainability and scalability.

- Relay service: 7,000+ concurrent WebSocket connections on Ryzen 9 5900HX
- Message service: PostgreSQL, MongoDB, and Kafka processing 50,000 messages/sec
- Security: Spring Security, OAuth 2.0, Validation, Sanitization, Exception Handling

Winx

github.com/lumijiez/winx

Domain-specific language designed for explicit interface and system specifications, generating interactive architectural diagrams. Features strong type safety, modular design patterns, extensible annotations for constraints, and clear concurrency specifications through a custom grammar built with ANTLR4.

- Custom parser and lexer implemented in Java with visitor pattern for AST traversal
- Interactive visualization using ReactFlow for dynamically generated system diagrams
- Static analysis capabilities for detecting specification violations and contract breaches

Bugger

github.com/lumijiez/bugger

Top-down space shooter game made in Java using LibGDX, featuring high-performance gameplay through extensive design pattern implementation and code optimizations. Implements robust architecture utilizing Singleton, Factory, Object Pool, Facade, Bridge, Flyweight, and Strategy patterns for clean, maintainable code, and exceptional runtime performance.

- Achieved 250% FPS improvement by Flyweight implementation for resource management
- Dynamic behavior system utilizing Strategy pattern for diverse enemy AI and gameplay mechanics
- SoC through architectural patterns that make sure the code is maintainable and good quality

More projects available at github.com/lumijiez