

Mihail Musca *Full-Stack Developer*

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🔗 <https://muscaa.github.io/portfolio/>

EDUCATION

Student at West University of Timisoara 🔗 2023 – 2026
Computer Science

Graduated Theoretical High School "Aurel Lazar", Oradea 🔗 2019 – 2023
Mathematics and Computer Science

EXPERIENCE

Self Employed Aug 2024 – present

- **Full-Stack Development:** Develop and maintain applications, ranging from simple websites to complex software solutions.
- **End-to-End Process:** Manage the entire development cycle, including design, implementation, and optimization.
- **Client Support:** Provide practical support and guidance to help clients integrate and utilize the products effectively.

Open Source Contributor Dec 2023 – present
GitHub

- **Repository Management:** Built and maintained multiple public GitHub repositories.
- **Best Practices:** Wrote clean, well-documented code and followed best practices such as version control and automated testing.

Freelancer Mar 2022 – May 2022
Fiverr

- **Application Development:** Developed and maintained small-scale applications for freelance clients.
- **Project Management:** Managed projects independently, handling client communication and requirements.

SKILLS

Java | Spring Boot | C | C++ | C# | OpenGL | JavaScript | TypeScript | HTML | CSS |
Next.js | React | Tailwind CSS | Zustand | Node.js | MySQL | SQLite | PostgreSQL |
Supabase | Bash | Python | Git | Npm | GraphQL | Gradle | CI/CD | Docker | Postman |
JUnit | Oracle Cloud | Hetzner Cloud | UI/UX | Responsive Design | Problem Solving | REST APIs

CERTIFICATES

Cambridge Assessment English B2 Level

ECDL Profile Certificate

ACHIEVEMENTS

38th Classic Cloudflight Coding Contest - 2nd place 🔗 20 Oct 2023

LANGUAGES

Romanian — Native | English — B2 | German — B1

PROJECTS

Chess [↗](#)

Java, Gradle, Jitpack, Fluff, Swing, LibGDX, OpenGL, Networking, JDBC, MySQL, SQLite

- **Overview:** Developed a chess game in Java supporting both single-player (BOT opponent) and multiplayer (local/online) modes.
- **Features:** Integrated player chat system with command support, full modding capabilities to extend/customize gameplay, and cross-platform compatibility with Windows, macOS, and Linux.
- **Launcher:** Built a dedicated launcher that allows users to select a specific game version or opt for the latest version with auto-updates.

Fluff Libraries [↗](#)

Java, Gradle, Jitpack

- **Overview:** Developed a set of small, versatile, and modular libraries designed for efficiency and ease of use across various projects.

Logic Gate Simulator [↗](#)

Java, Gradle, OpenGL, Slick2D

- **Overview:** Developed an application for designing and simulating logic gate systems.
- **Features:** Allows users to build, save, and load custom logic circuits, making it easier to experiment with and understand digital logic concepts.

Free CV Maker (in dev) [↗](#)

TypeScript, Next, React, Tailwind CSS, Zustand

- **Overview:** Created a free CV maker web app where users can choose from existing templates or integrate their own custom designs using a JavaScript API.
- **Features:** Supports saving projects in the browser or downloading them, with an intuitive management system for projects and templates.

Telebot [↗](#)

C, C++, CMake, VCPKG, Networking, Cross-Platform, SDL3, Boost, ESP32, Java, Android, Github Actions

- **Overview:** Built a cross-platform robot control application enabling users to operate ESP32-based robots remotely via the internet.
- **Features:** Real-time video and audio feedback, control with controller, keyboard or GUI, an android app for linking the microcontroller to the main app through bluetooth & mobile data, plugin system, cross-platform compatibility.

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