Mihail Musca *Full-Stack Developer*

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🔗 https://muscaa.github.io/portfolio/

EDUCATION

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

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

EXPERIENCE

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.

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.

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.

SKILLS

Java | Spring Boot | Swing | C | C++ | C# | Rust | OpenGL | Dart | Flutter | JavaScript | TypeScript | HTML | CSS | Next.js | React | Tailwind CSS | Zustand | Framer Motion | Node.js | MySQL | SQLite | PostgreSQL | Supabase | Bash | Git | Npm | GraphQL | Gradle | Jitpack | Nginx | Docker | Postman | JUnit | Oracle Cloud Infrastructure | Hetzner Cloud | Google Dorking | UI/UX | Responsive Design | Problem Solving | REST APIs | API Integration

CERTIFICATES

Cambridge Assessment English B2 Level

ECDL Profile Certificate

ACHIEVEMENTS

Participated in The 38th Classic Cloudflight Coding Contest 🔗   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.

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.

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.

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.

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