




COSTIN MIRICA

FULL STACK DEVELOPER

I am ambitious and committed to create awesome projects, in love with coding web apps and mobile games, eager to learn new technologies, avid gamer and coffee junkie.

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EXPERIENCE

VODAFONE ROMANIA

Sep 2019 - Present

Frontend Developer

I am part of the Front End team that is maintaining the new e-commerce part of the Vodafone Romania Website (<https://www.vodafone.ro>). We use new technologies, like Next.js, React, TypeScript, Redux, Redux Saga, Styled Components and Material UI.

VODAFONE ROMANIA

May 2019 - Aug 2019

Technical Lead

I led the team that built the new Vodafone e-commerce experience on <https://www.vodafone.ro>. The team I was part of created the front end application (with Next.js, React, TypeScript, Redux, Redux-Saga) and also a small back end project in Java (Spring) that proxied requests / responses from / to Vodafone core systems.

VODAFONE ROMANIA

Feb 2019 - Apr 2019

Frontend Developer

I was part of the Front End team that was building the next Vodafone digital experience website. We used new technologies, like Next.js, React, TypeScript, Redux, Redux Saga, Styled Components and Material UI.

ARNIA SOFTWARE

August 2018 - Jan 2019

Frontend Developer

Working at Arnia allowed me to get familiar with React and Redux while developing projects for Campoint, a German company that is active in the adult industry for more than 18 years. The main project that I've worked was an application that facilitated members of the Campoint sites to interact with one another via text and webcam. Working on such critical application for the Campoint business, the team I was part of needed to tackle a lot of issues so that the end product could:

- be easily integrated by 3rd parties
- perform well on every browser / device / platform
- maintain a small footprint in the ecosystem that was imported
- be easy to re-skin in order to meet the 3rd parties branding

MAVENHUT GAMES

February 2018 - June 2018

Javascript Game Developer

As a game developer my responsibilities were to maintain and improve existing games, but also create new ones, in JavaScript, using the Phaser Framework, for the Facebook's Instant Messenger Games, according to the specifications provided by the producers.

During my time at MavenHut I've worked on their top Facebook Instant Games titles:

- Solitaire
- Solitaire Cat
- Solitaire Live
- Bingo

DREAMLABS

April 2017 - February 2018

Full Stack Developer

I was part of a team in charge of developing a web solution used by WingPax, a Netherlands based company that facilitate goods transportation from China to the Netherlands.

The web application helped the users to organize their goods in containers, generate shipping documents, customs documents, last mile delivery shipping documents and also track the progress of each shipment.

The shipping portal was composed of two separate projects:

- the backend, that was built in PHP 7.0, on top of the Symfony 3.x framework
- the frontend, coded in TypeScript, using Angular 4 framework

EVOTRACKING

May 2016 - March 2017

Programmer Analyst

Maintaining in house applications using ASP.NET / C# / Entity Framework / T-SQL / MSMQ technologies. Developing realtime solutions for managing and manipulating data received from the GPS installed on clients' vehicles.

SHOPMANIANET

(former ASESOFNET)

October 2010 - March 2016

Ecommerce Integration Specialist

This position allowed me to work with lots of APIs, various 3rd party solutions such as:

- Paypal, PayU (various services from several countries), Hipay, Skrill, Authorize, Mollie, SecurePay, CardSave, Mobilpay, Librapay and other Romanian and international online payment solutions;
- FAN Courier, Urgent Curier, Cargus, Fastius, DPD, and other shipping solutions;
- email sending services (Send Grid and Mandrill) and social networks APIs (Facebook and Twitter).

One of the key tasks of this position was to analyze the impact and estimate the complexity of the 3rd party integrations with various in house projects and elaborate a realistic estimation of the development time.

During the time I worked for ShopMania Net I tackled all of the company's key projects:

- **ShopMania Biz**, a SaaS solution which provides an easy shop creation for both beginners and eCommerce experts.
- **ShopMania**, a price comparison system and a shopping portal offering free shopping resources to consumers.

The aim of the app is to offer a unique shopping experience and help consumers make smart and informed purchasing decisions.

- **Victoria Milan**, one of the biggest dating sites in the EU for the married and attached, with more than 2 million users.



SKILLS

Code Skills

HTML	●●●●●●●●
CSS3	●●●●●●●●
Bootstrap	●●●●●●●●
JavaScript	●●●●●●●●
React 16	●●●●●●●●
Angular 4	●●●●●●●●
jQuery	●●●●●●●●
PHP	●●●●●●●●
TypeScript	●●●●●●●●
Symfony 3	●●●●●●●●
CodeIgniter	●●●●●●●●
PhaserJS	●●●●●●●●
C#	●●●●●●●●
MySQL / T-SQL	●●●●●●●●

Software Skills

Photoshop	●●●●●●●●
Cordova	●●●●●●●●
SVN / Git	●●●●●●●●
Linux / OS X	●●●●●●●●
Windows	●●●●●●●●
PhpStorm / Visual Studio	●●●●●●●●

Language Skills

English	●●●●●●●●
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EDUCATION

BSc, Computer Information and Technology, 2010
"Petrolueum-Gas" University of Ploiești, Romania

Undergraduate Certificate in Informatics, 2007
"Spiru Haret" High School, Ploiești, România



MY PROJECTS

<https://costinmirica.com>
<https://roninmobile.eu>
<http://playpaws.eu>
<http://giftrush.eu>
<http://popbub.eu>

GitHub

<https://github.com/numbofathma>