



## Constantin Onofrei

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**Address:** 13 Ștrand, 727090, Rădășeni, Romania (Home)

### WORK EXPERIENCE

02/08/2022 – CURRENT Suceava, Romania

#### FRONT END DEVELOPER RAISISSOFTWARE

As a Front End Developer, I have significant experience with CRM and SaaS applications, primarily using React and Next.js. In my initial projects, I honed skills in creating pixel-perfect UIs, ensuring responsive design, and implementing features like filtering and pagination. I also became proficient with libraries such as Yup, Zod, Formik, and Sass.

Currently, as the lead front-end developer on my fifth project, I've implemented features like debounced search and customizable theme, and used Tailwind CSS for responsiveness. I've worked with various APIs and libraries, including pdf-make and a modified version of frappe-gantt. Throughout my career, I've developed custom hooks, optimized code with memoization, and embraced TypeScript, contributing effectively to my team's success.

01/07/2019 – 21/07/2019 Suceava, Romania

#### INTERNSHIP EXPERIENCE DURING THE 2ND YEAR "STEFAN CEL MARE" UNIVERSITY OF SUCEAVA

Developed an engaging teaching resource focused on Docker technology, benefiting other students by providing clear insights into Docker's concepts and practical applications.

01/08/2019 – 21/08/2019 Suceava, Romania

#### INTERNSHIP EXPERIENCE DURING THE 3RD YEAR MICS SOFTWARE SRL

Successfully designed and built two captivating websites using WordPress. One of the websites was dedicated to a healthcare charitable organization in Monaco, while the other catered for a poultry farm. These projects showcased my ability to create visually appealing and functional web solutions with WordPress, making information accessible and engaging for the respective audiences.

01/10/2018 – 12/07/2022 Suceava, Romania

#### ACADEMIC PROJECTS "STEFAN CEL MARE" UNIVERSITY OF SUCEAVA

1. Internal Cooling System - Used to detect rising temperatures and accelerate the device fan to prevent overheating (made in Keil).
2. Car Dealership Application - A simple application used to sell cars in a dealership, representing a significant part of my programming learning process (made in C#).
3. Movie Selling Application - An application used to sell movies, incorporating an Oracle database, providing valuable insights into database functionality (made in C# with an Oracle database).
4. 2D Open World Game - A straightforward 2D game with a storyline, allowing players to engage in battles and make decisions that determined the game's outcome (made in Unity).
5. Portfolio Web Application - My initial JavaScript application, marking the beginning of my journey in web development (made in JavaScript).
6. Web Platform for Local Public Transport - My most significant achievement, serving as my bachelor's thesis work, where I learned about React, frontend-backend integration, and Stripe payment processing. Application available at [Web Platform for Local Public Transport](#) (made using the MERN STACK).

- 1. Developed a personal portfolio web page that showcases expertise in React, responsiveness, animations, and various web technologies. [Link to portfolio](#).
- 2. Engaged in diverse small projects utilizing React, Next.js, JavaScript, Express, MongoDB, CSS, and other tools, contributing to a comprehensive synthesis of accumulated knowledge and skills.

● EDUCATION AND TRAINING

01/10/2024 – CURRENT Suceava, Romania  
MASTER IN COMPUTER SCIENCE AND ENGINEERING "Stefan cel Mare" University of Suceava

Address 13 Universității, 720229, Suceava, Romania | Website <https://usv.ro/>

01/10/2018 – 12/07/2022 Suceava, Romania  
DEGREE IN COMPUTER SCIENCE AND INFORMATION TECHNOLOGY "Stefan cel Mare" University of Suceava

Address 13 Universității, 720229, Suceava, Romania | Website <https://usv.ro/>

01/08/2014 – 30/06/2018 Fălticeni, Romania  
BACCALAUREATE DIPLOMA Technical College "Mihai Băcescu", Fălticeni

Address Nicolae Beldiceanu, 725200, Fălticeni, Romania | Website <https://ctmbacescu.ro/>

● LANGUAGE SKILLS

Mother tongue(s): ROMANIAN  
Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B1	B2	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DIGITAL SKILLS

React | TypeScript | JavaScript | CSS | Next.js | Tailwind | SCSS | Shadcn/UI | MUI | HTML | GIT | NODE | Express.js | PostgreSQL | Prisma | MongoDB | Mongoose | Stripe | Zod | Yup