



# **Constantin Onofrei**

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#### **WORK EXPERIENCE**

## 🗏 RaisisSoftware – Suceava, Romania

City: Suceava | Country: Romania

# **Software Developer**

[ 02/08/2022 - 06/10/2025 ]

I have extensive experience as a Front-End Developer, primarily working on ERP, CRM, and SaaS applications. My main focus has been on building responsive, user-friendly interfaces and ensuring that every application provides a seamless experience across devices.

Throughout my projects, I have refined skills in creating pixel-perfect designs, developing reusable solutions, and optimizing code for performance and scalability. I value collaboration and effective communication within teams, and I enjoy turning complex requirements into reliable, intuitive applications that drive project success.

In addition to my front-end expertise, I have also gained hands-on experience with backend development, which has broadened my understanding of full-stack workflows and improved my ability to integrate front-end solutions more effectively, though my primary focus remains front-end.

Additionally, I routinely leverage large language models (LLMs) and Al-powered tools such as ChatGPT, Gemini, and Cursor to streamline front-end workflows, generate boilerplate code, assist with UX copy, and speed up debugging. These integrations have improved my efficiency by allowing me to build features faster, reduce repetitive tasks, and spend more time on problem-solving and polish.

# III "Stefan cel Mare" University of Suceava – Suceava, Romania

City: Suceava | Country: Romania

### **Academic Projects**

[ 01/10/2018 – Current ]

- 1. Collection of Early Projects A set of small-scale applications built during my learning phase, including an internal cooling system (Keil), dealership and movie-selling systems (C# with Oracle), a 2D open-world game (Unity), and my first portfolio web app (JavaScript). These projects strengthened my foundation in programming, databases, and interactive systems.
- 2. Web Platform for Local Public Transport My most significant academic project and bachelor's thesis, developed using the MERN stack. The platform allows users to purchase and manage transport subscriptions and integrates Stripe for payment processing.
- 3. University Exam Scheduling Platform A scheduling system where students could propose exam dates, and professors could accept or reject them, featuring administrative control, import/export capabilities, and real-time updates (React & FastAPI).
- 4. Public Transport Ticketing Platform A modern Next.js application for purchasing and upgrading transport subscriptions, designed to explore SSR/CSR workflows and dynamic frontend-backend integration.

## Personal - Suceava, Romania

City: Suceava | Country: Romania

## Personal and public projects

[ 12/07/2022 – Current ]

- 1. Developed a <u>personal portfolio</u> web page that showcases expertise in React, responsiveness, animations, and various web technologies.
- 2. Developed a large part of the backend for the platform <u>saptarii.ro</u>, contributed significantly to the administration interface on the frontend, and implemented the interactive map using Leaflet.
- 3. Engaged in diverse small projects utilizing React, Next.js, JavaScript, Express, NestJS, and other tools, contributing to a comprehensive synthesis of accumulated knowledge and skills.

#### **EDUCATION AND TRAINING**

### **Master in Computer Science and Engineering**

"Stefan cel Mare" University of Suceava [ 01/10/2024 - Current ]

Address: 13 Universității, 720229 Suceava (Romania) | Website: https://usv.ro/

### **Degree in Computer Science and Information Technology**

**"Stefan cel Mare" University of Suceava** [ 01/10/2018 – 12/07/2022 ]

Address: 13 Universității, 720229 Suceava (Romania) | Website: https://usv.ro/

# **Baccalaureate diploma**

Technical College "Mihai Băcescu", Fălticeni [ 01/08/2014 - 30/06/2018 ]

Address: Nicolae Beldiceanu, 725200 Fălticeni (Romania) | Website: https://ctmbacescu.ro/

#### **LANGUAGE SKILLS**

Mother tongue(s): Romanian

Other language(s):

## **English**

LISTENING B1 READING B2 WRITING B2

**SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2** 

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

### **SKILLS**

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