



# Radu Anastase

*Software Engineer*

Birthday: 27th September 1989

Married, proud father of a girl and a boy

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## Career/life Objective

Through what I learn and do, I want to create a positive impact in the world.

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## Experience

### *React Senior Engineer (Explorado) – October 2022 – present*

1. Worked with **React**, **Redux**, **NextJS**, **TailwindCSS** on an e-commerce project with thousands of visitors. My responsibilities included:
  - a. Collaborating with the design, back-end, QA, DevOps teams in an Agile system
  - b. Implementing **Google Tag Manager** triggers and creating specific rules for different scenarios
  - c. Added SEO improvements to the platform

### *Web Engineer (Oakbits) – November 2019 – September 2022*

2. Working on an **Angular** application by implementing features alongside the back-end and designer teams. Besides that, my responsibilities included:
  - a. Fixing security vulnerabilities
  - b. Reducing the footprint of the app
  - c. Improving performance
  - d. Transitioning from a simpler **SPA** to a **SEO** friendly web app
  - e. Writing and maintaining unit tests
  - f. Unifying the design system of the application to keep a consistent experience for the user
  - g. Keeping the project upgraded with the latest libraries and technologies.

This project was created to make data accessible through NLP and other user-friendly tools. Technologies used: **Angular 13**, **Bootstrap**, **Angular Material**, **TypeScript**, **Karma**, **Jasmine**, **SASS** and others.

3. Developing an **Angular 12** for a Non-Profit organization
  - a. Mentored junior developers
  - b. Created a **CI (continuous integration)** process with **Github** and **Netlify**
4. Creating new **Angular 8+** projects that used **Bootstrap**, **Clarity Design**, **Angular Material**, **PrimeFaces**, **TypeScript**, **SASS** and other technologies.

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5. Implementing **APIs** for a **NodeJS** back-end that were used in a mobile app.
  6. Creating a greenfield **React-Redux** app that was used to interact with a machine learning model. This project was made as an AI-powered conversation tool to help users in the automotive industry.

***Team leader - front-end engineer (SoftVision) - January 2018 - November 2019***

1. Implementing features on a complex web application using **React, Redux (and all the other technologies mentioned in the previous position)**.
2. Manage priorities and tasks for the team.
3. Handle problems and dissatisfactions of people in the team.
4. Training new people.
5. Interviewing candidates for different front-end positions.

***Front-end engineer (SoftVision) - October 2015 - December 2017***

1. Implementing features and fixing bugs for a complex web application.
2. Participation on daily calls with the US team for clarifying issues and keeping everyone up to speed.
3. Moving the application from simple JS files to classes and more organized code. Also transitioned from **Laravel** blades to **BackboneJS** views and after to **React** components.
4. Implementing **BackboneJS** step by step and transforming a big part of the app into a SPA. Moved from **BackboneJS + Handlebars** to **React + JSX**.
5. Created a Grunt task that verifies the app for some XSS vulnerabilities.
6. Used **ECMA Script 2015/2016** features (**Babel**), **SCSS**, automation with **Grunt**, **Webpack**, file versioning with **git**.
7. Created and maintained unit tests with **Mocha**, **Chai** and **JSDom**. Moved from **Mocha + Chai** to **Jest + Enzyme** (for React components).
8. Used **Flow** for type checking, **ESLint**, **SCSS-lint** for linting.

***Programmer (Ascendia Design) - June 2011 - October 2015***

1. Brainstorming, prototyping, managing projects. Participated from start to finish in different applications involving JavaScript, SocketIO, AHK, AS3, NodeJS.
2. Creating educational games/applications based on a script with close collaboration with the art department in the following projects:
  - a. [Fanica si CRBL - Cupa EduTeca](#), [Fanica si Olimpiada Fructelor](#), [Fanica si Secretul legumelor](#), [Petrica si Arca lui Noe](#), [Fanica si Asaltul Microbilor](#), [Eduteca Toamna - CD2: Bogatiile toamnei](#) (AS3)
  - a. RLOs (Reusable Learning Objects) for telecom company, store, banks, farmaceutical chain store (AS3)
  - b. [Digital text book for second grade](#) and third grade (JavaScript/CreateJS)
  - c. RLOs for a foreign educational systems (AS3/JavaScript/CreateJS )

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**Personal projects**

1. [FunBible.net](#) - platform that helps children learn about God in more fun ways.
  2. [Support Adra](#) - web application that will help ADRA receive and filter social cases.
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3. [ABChest](#) - A simple web app for learning letters and numbers for kids ages 1+
  4. [BrainDev](#) - Educational app with three games that is based on Howard Gardner's theory of multiple intelligences - [AIR](#) app that communicates with a [MySQL](#) database through a [PHP](#) file
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**Education** Polytechnic University of Bucharest  
Bachelor degree (2014) from the Faculty of Automatic Control and Computer Science (2008-2012)

"Grigore Moisil" Highschool Tulcea  
Maths-programming profile (2004-2008)

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- Volunteer work**
1. 2019 – present – **Teacher** at Transylvania International School – programming and other tech related subjects for ages 11 to 13
  2. September 2016 – 2019 - **Teacher** at Silicon Valea Calugareasca – programming lessons for ages 10-16
  3. 2007-2008, Jan. 2015 – Jan. 2018 - **Pathfinder instructor** - a program for children 10-14-year old, designed to teach them about nature, God, survival, being socially responsible.
  4. 2015 – present – **Youth leader** in the local community
  5. January 2014 - **teacher** - Hour of Code and some lessons from the intro course provided by [www.code.org](http://www.code.org), with 9 children
  6. 2016 – present - Volunteer front end work for AMiCUS Coding Days
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**Language skills** Romanian – native language  
English – proficient user

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**Driving license** B category (2009)

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**Things I like** Education, nature, comic books, video games, puzzles, table tennis

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