Theodor Stancu

FullStack Developer | Freelancer

Contact Information

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Professional Summary

I'm Theo, a full-stack developer based in Bucharest, Romania. I started my career as a QA Engineer, which gave me a strong foundation in software testing. Transitioning into software development, I specialized in IoT integration and building dashboards for manufacturing plants. I completed my Computer Science degree at the University of Bucharest in the summer of 2024, enhancing my skills in software development and system design. Alongside my technical work, I'm passionate about cinema and storytelling, having taught filmmaking, written for online film journals, and worked as a game designer. These creative pursuits influence my approach to building functional, user-centric products.

Education

Bachelor of Science in Computer Science

Faculty of Mathematics and Informatics - University of Bucharest | Bucharest | 2021 - 2024

Master's Program

LUCA School of Arts | Brussels | 2016 - 2017

- Film Directing

Bachelor's degree

National University of Theatre and Film | Bucharest | 2010 - 2013

- Film and Television Directing

Bachelor's degree

The Bucharest University of Economic Studies | Bucharest | 2007 - 2010

- Marketing

Work Experience

FullStack Developer
Triumvirate Labs | Jul 2024 - Present
- Contracted
- React.js, Next.js, Nest.js, Docker, Microsoft Azure, SQL Server

IT DevOps Engineer
Procter & Gamble | Aug 2022 - Apr 2023
- Developed and managed dashboard applications used in manufacturing
- SQL, SQL Server, Bash scripting, Windows Server, Microsoft Azure, Thingworx, Databricks

Thingworx Developer
Connections Consult | Aug 2021 - Aug 2022
- IoT development in Thingworx
- JavaScript, SQL, html css, Thingworx

Game Designer
Atypical Games | Aug 2020 - Aug 2021
- Game and Sound design
- in-house engine built in C++

Film Teacher
American International School of Bucharest | Mar 2020 - Jun 2020
- An opportunity to teach presented itself, so I decided to take a break from the gaming industry and teach filmmaking to highschoolers

Game Designer
Atypical Games | Oct 2019 - Mar 2020
- Game and Sound design
- in-house engine built in C++

Quality Assurance Engineer
Zitec | Sep 2019 - Oct 2019
- Automated and manual testing
- API testing
- PHP, HTML, MySQL, JavaScript, CSS, Selenium, Redmine, gherkin, behat, Agile/Scrum

Software Tester
Zitec | Sep 2018 - Sep 2019

QA Trainee

Zitec | Jun 2018 - Sep 2018

Workforce Analyst

Teleperformance Romania | May 2018 - Jun 2018

- Monitor real-time queue and adherence reports to ensure service level and response time objectives are met

- Generates and analyzes reports to update management regarding call metrics

- Tracked the impact to service centers of system downtime and existing support issues to assist with planning for future down time
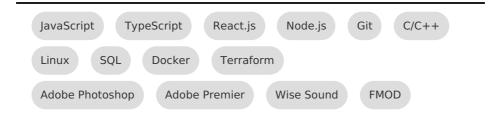
Agent

Teleperformance Romania | Oct 2017 - May 2018

- Call Center agent

Game Tester

Ubisoft | May 2014 - Aug 2014

Skills

JavaScript   TypeScript   React.js   Node.js   Git   C/C++

Linux   SQL   Docker   Terraform

Adobe Photoshop   Adobe Premier   Wise Sound   FMOD

Projects

- Co-programmer of East-West Cinema German film retrospective in Bucharest (2016)

- Contributing editor and photographer - Film Menu (print & online academic film journal)

- Ciné-club moderator – Film Menu

Certifications

- ORACLE Database Design and Programming, Introduction to 9i: SQL Certification | Sep 2005

- Object-Oriented Data Structures in C++ | University of Illinois Urbana-Champaign through Coursera | 2020

Others

- Driving License Category B