

# TUDOR TARNICERU

## Software Engineer / Consultant

@ tudor@impera.studio

📍 Bucharest, Romania

in [linkedin.com/in/tudortarniceru/](https://www.linkedin.com/in/tudortarniceru/)

## EXPERIENCE

### Founder / Software Engineer

#### Impera Studio ([imperastudio](https://imperastudio.com))

📅 Jul 2022 – Present

📍 Remote

- Specializing in providing contractor services for Web3 games with a focus on both smart contracts development using Solidity and OpenZeppelin and front-end game development with TypeScript, Phaser, ReactJS, HTML and CSS. Demonstrated ability to make effective design and technical choices resulting in successful final product outcomes. Implemented and deployed secure crypto wallet login systems utilizing TypeScript and Ethers.js for seamless player interactions within the game world. Skilled in delivering engaging front-end features such as chat interfaces, player visualization components, NFT showcase tools, game hubs/worlds, minigames and more.
- Provided consulting services to clients in the iGaming industry, offering software engineering services and technical guidance on their technology stacks, specifically using TypeScript, PixiJS, Phaser and NodeJS.

### Full Stack Software Engineer

#### Iron SHEEP Tech ([ironsheep.tech](https://ironsheep.tech))

📅 Dec 2019 – Jul 2022

📍 Bucharest, RO

- Worked as a Front-End Developer and Gameplay Engineer with a proven track record of delivering successful projects for one of the largest social gaming casino platforms in North America as part of an Agile, remote team. Contributed to the development of first and third party industry-leading casino games and mechanics using TypeScript, Phaser, and PixiJS, with several games ranking among the most played on our platform. Acted as Lead Developer for client-side projects. Implemented new features and fixes to the lobby using ReactJS. Contributed to the codebase and game engines by implementing new features and enhancing existing ones. Developed and improved internal tools to enhance development efficiency and streamline tasks. Worked closely with product owners and art teams as part of the creative process, proposing gameplay and visual changes and bringing them to life in working prototypes.
- As a Back-End engineer, I worked within an international Agile team to design and implement scalable microservices, APIs and integration services using NodeJS (with Express), PostgreSQL, and Docker. Involved in the implementation of Codefresh CI/CD Pipelines, ensuring seamless integration and deployment of changes from code merge to production. Developed data staging systems and ensured comprehensive unit testing using Mocha and Chai, achieving full coverage for the majority of files. Maintained and created alarms using Sumo Logic and CloudWatch, and participated in production incidents investigations and fixing. Wrote extensive project documentations covering installation, usage, monitoring, and interpretation of results. Contributed to the improvement of the codebase and existing projects/infrastructure.
- Successfully redesigned, created and administered the company website, resulting in improved performance and appearance. Streamlined the website to be more user-friendly and easier to manage, leading to an increase in traffic and form submissions (for both contact and job applications).

## EDUCATION

### University of Bucharest

#### Computer Science

📅 Sep 2019 – Jul 2022

### Petru Rares National High School

#### Mathematics and Computer Science

📅 Sep 2015 – Jul 2019

## SKILLS



## AWARDS

### National Computer Science Olympiad

#### Bronze Medal

📅 2019

📍 Suceava, RO

#### Bronze Medal

📅 2018

📍 Constanta, RO

#### Bronze Medal

📅 2017

📍 Brasov, RO

#### Silver Medal

📅 2016

📍 Craiova, RO

#### Bronze Medal

📅 2014

📍 Slobozia, RO

### "Urmasii lui Moisi" National Contest Mention (5th place)

📅 2016

📍 Iasi, RO