

TUDOR TARNICERU

Software Engineer

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📍 Bucharest, Romania

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EXPERIENCE

Full Stack Software Engineer

Iron SHEEP Tech (ironsheep.tech)

📅 Dec 2019 – Present

📍 Bucharest, RO

- Working as a front-end developer and gameplay engineer for one of the biggest social gaming casino platforms in North America, as part of two international Agile remote teams. Developed third party and first party industry leading casino games and casino game mechanics using TypeScript, Phaser and PixiJS, with most of the games ending being the most played on our platform. Acted as the lead developer for client side for some of the projects. Worked on adding new features and fixes to the lobby using ReactJS. Improved and added new features to the codebase and game engines. Improved already existing and created new internal tools, most of them used for easing the development process. Was closely working with the product owners and art team as part of the creative process, proposing gameplay and visual changes and implementing them into working prototypes.
- As a back-end engineer, I worked in an international Agile team. Built scalable and high throughput microservices, APIs and integration services in NodeJS (with Express), PostgreSQL for databases and Docker. Worked on Codefresh CI/CD Pipelines that were used from code merge to production deployment. Built data staging systems and unit tests for them, using Mocha and Chai, with most of the files achieving full coverage. Was responsible with maintaining and creating alarms, using Sumo Logic and CloudWatch. Took part in production incident investigations and fixing. Wrote documentations that cover most of the parts of projects that i worked on, from installing, to using and monitoring / interpreting the results. Added improvements and fixes to the codebase or already existing projects / infrastructure.
- Redesigned, created and administrated the company website. The improvements made it to be more lighter and faster (reflected in the loading times and space taken for backups and hosting), cleaner looking and easy to administrate (even for a non-tech person). After the redesign, our traffic and form submissions (used for both contacting us and applying to open positions) saw a great increase.

TUTORING

Tutoring High School Students

📅 Sep 2017 - Jul 2019

📍 Remote

- Tutored high school students in computer science, with various goals, such as preparing for the European Baccalaureate, competitive programming competitions, have better school performance or increase overall problem solving skills.

Tutoring College Students and Engineers

📅 Jul 2019 - Present

📍 Remote

- Tutoring people about algorithms and data structures, and helping them solve LeetCode and HackerRank challenges in order to improve their performance for interviews, get better grades in college or increase their overall programming skills.

EDUCATION

University of Bucharest

Bachelor's Degree in Computer Science

📅 Sep 2019 – Ongoing

Petru Rares National High School

High School Diploma in 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