Vlad-Constantin Comârlău

Assistant at Institute of Cellular Biology and Pathology "Nicolae Simionescu" | Ex QA at Ubisoft

Contact

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comarlau.com

Education

📖 **Cybernetics, Statistics and Economic Informatics**
- Bachelor's - Computer Science
- Grade 9,66 | top 3 in class
- 2021 - 2024

📖 **Management (ASE)**
- Bachelor's - Management
- 2015 - 2018

Languages

English: B2 (upper intermediate)
Romanian: native

Technical Skills

Languages: Java, JavaScript, TypeScript, SQL

Frameworks: Spring Boot, Spring Security, React, TailwindCSS

Databases: H2, PostgreSQL, Oracle RDBMS

DevOps & Cloud: Kubernetes, Docker, AWS EC2, Jenkins, CI/CD

Testing & Tools: JUnit, Postman, TestRail, Jira, Confluence

Tools: Git, GitHub, Vite, Linux, IntelliJ IDEA, OpenAI API, Maven, Gradle

Profile

Skilled in Java, Spring Boot, and React, with a 6-year QA background at Ubisoft.
Graduated top 3 in Computer Science from Cybernetics (ASE) and holding a Management degree.
Passionate about full-stack development and continuous learning.

Experience

Research Assistant, *Institute of Cellular Biology and Pathology "Nicolae Simionescu"*,
Mar 2023 - Present (2 years)
- Supporting the research efforts of scientists by monitoring experiments, preparing materials and/or samples and maintaining equipment and supplies.

Senior QA Tester, *Ubisoft*,
Feb 2017 - Jan 2023 (6 years)
- Experience with **Jira, Confluence** and **TestRail**
- **Coordinated** a team of **15 people** by allocating tasks, monitoring progress and providing guidance and support to team members
- Performed test cases on all **major gaming platforms** and mobile (**iOS** and **Android**)

Projects

- Business Operations & Finance **full-stack web application** (Feb 2025 - Present)
A secure full-stack financial analysis platform, enhancing decision-making with OpenAI integration.
Secure backend **REST API** with **Java**, **Spring Boot**, **Spring Security, OAuth2 Authorization Server**.
Deployed on **AWS EC2** using **Kubernetes** (**K3S), Docker** with **private Docker registry** and **Gradle** for build automation. **Vite React** frontend using **TypeScript, TailwindCSS, react-oidc-context**. Automated **CI/CD** pipeline using **Jenkins** with automated **JUnit** tests. **Git** and **GitHub** for versioning.

- Portfolio **front-end and deployment web project** (Apr 2025)
Personal projects website using **Vite, React, TypeScript** with scroll-based animations using **Motion**, styling with **TailwindCSS**. Hosted on **AWS EC2** using **Kubernetes** (**K3S), Docker** and **private Docker registry** with automated **CI/CD** pipeline using **Jenkins**. **Git** and **GitHub** for versioning.

- HR management **full-stack web application** (May 2024 - Oct 2024)
Management of teams, payroll, leave, and performance evaluation.
Secure backend **REST API** with **Java**, **Spring Boot**, **Spring Security (JWT, Authentication)**, **H2 relational database, Maven** and interactive frontend using **React, PrimeReact** and **Axios**. **OpenAI API** for automated feedback. Developed using **IntelliJ IDEA IDE.**

- Ride Sharing **Android front-end** (Nov 2023 - Dec 2023)
Android application used for scheduling ride sharing trips.
University project for the "Mobile devices and applications" course. Developed using Java in **Android Studio IDE**.

- Live TV **Java web application** (Jul 2023 - Aug 2023)
Streams live TV over the internet. Manipulates TV box using infrared through Arduino serial communication with automatic channel list updates.

- Video Games (2020 - 2023)
Developed a 3D fighting game called "Hit8ox" in Lua, publicly praised by DOOM creative director Tom Hall on Twitter (X). Also developed a 2D driving game called "Night Ride".