

Vlad-Constantin Comârlău

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

Contact

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Personal website

comarlau.com

Education

- Faculty of Cybernetics, Statistics and Economic Informatics**
 - Bachelor's - Computer Science
 - Grade 9,66
 - 2021 - 2024
 - Graduated in the top 3 of my class
- Faculty of Management**
 - Bachelor's - Management
 - 2015 - 2018

Technical skills

- | | |
|----------------------|--------------------|
| Java | REST API |
| Spring | Vite |
| Spring Boot | React |
| Spring Security | react-oidc-context |
| OAuth | JavaScript |
| Relational databases | TypeScript |
| SQL and PL/SQL | GIT |
| JUnit testing | AWS |
| Maven & Gradle | Postman |
| Kubernetes | Linux |
| Docker | Eager learner |
| Jenkins (CI/CD) | Team player |
| | Communicative |

Profile

Focused on full stack web development using Java, Spring Boot, React, REST APIs and relational databases with 6 years of experience in QA (Ubisoft). Recently graduated in the top 3 of my class with a bachelor's degree in computer science from the Faculty of Cybernetics, Statistics and Economic Informatics and also holding a Management Bachelor's degree. Enthusiastic about problem solving and continuous learning.

Experience

Software Developer

Personal projects

- Business Operations & Finance **full-stack web application** [Feb/2025 - *Currently working on*]
Company financial and performance analysis with reports, with OpenAI API powered features. 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. Studying **Kafka**, **OpenSearch / ElasticSearch (Kibana)**, **MySQL**.
- Portfolio **front-end and deployment web application** [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**.
- 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" written in Lua for Pico8 virtual console. With a 3D rendering engine that I've built from the ground up with animations system, particles, sprite rotation, reflections. Also developed a 2D driving game called "Night Ride". Each game fits in under 42K of memory.

Research Assistant

Institute of Cellular Biology and Pathology "Nicolae Simionescu",
Mar/2023-Present (2 yrs)

- Supporting the research efforts of the esteemed team of scientists by monitoring experiments, preparing materials and/or samples and maintaining equipment and supplies.

Senior QA Tester

Ubisoft,
Feb/2017-Jan/2023 (6 yrs)

- Created and executed **test cases** required by the project coordinators
- Coordinated** a team of **15 people** by allocating tasks, monitoring progress and providing guidance and support to team members
- Performed manual tests on all **major gaming platforms** and mobile (**iOS** and **Android**)