Vlad-Constantin Comârlău

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

Contact



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github.com/vladcomarlau



in linkedin.com/in/comarlauvlad

Personal website

<u>comarlau.com</u>

Education

Cybernetics, Statistics and Economic Informatics

- Bachelor's Computer Science
- Grade 9,66
- 2021 2024
- Graduated in the top 3 of my class

Management (ASE)

- · Bachelor's Management
- 2015 2018

Technical skills

Java REST API Vite Spring Spring Boot React Spring Security react-oidc-OAuth context Relational JavaScript databases TypeScript SQL & PL/SQL Git & GitHub JUnit testing **AWS** Maven & Gradle Postman Kubernetes Linux Docker Jenkins (CI/CD) TestRail Eager learner Jira Team player Confluence 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 OpenAl 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. Git and GitHub for versioning. 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. 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. OpenAl 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".

One of the games was publicly praised by DOOM creative director Tom Hall on Twitter (X).

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]

- Experience with Jira, Confluence and TestRail
- 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)