

# 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 as well as 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**)