

# 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 (ASE)
  - 2015 - 2018

## Technical skills

- |                      |                    |
|----------------------|--------------------|
| Java                 | REST API           |
| Spring               | Vite               |
| Spring Boot          | React              |
| Spring Security      | react-oidc-context |
| OAuth                | JavaScript         |
| Relational 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 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. **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**. **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]

- 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**)