

Razvan Negrea

Frontend Developer

www.wolfpilot.co

howl@wolfpilot.co

06 117 45680

Experience

Mirabeau Sr. Frontend Developer

JAN 2019 - PRESENT • AMSTERDAM, NL

- I am currently building a user dashboard with React and GraphQL where candidates can track their job applications and update their personal details. I configured and integrated the Sitecore backend using JSS services and automated scripts for multiple client projects. I hold weekly code reviews with a small Frontend team, write feature documentation and collaborate closely with the designers to maintain consistency in layouts and animations between multiple projects.
- I am actively involved in improving team communication and workflow, starting with setting up simple Slack bots and hooks for continuous deployment updates and up to proposing new Git flows in order to solve large projects scaling issues.
- Aside from client work, I interview candidates, mentor colleagues and held a few Git cross-team workshops.

Mirabeau Frontend Developer

AUG 2017 - DEC 2018 • AMSTERDAM, NL

- Lead Frontend developer in charge of building the new applicant flow for recruitment international company, Brunel. I was responsible for setting up the project, implementing custom validation throughout, tracking user behaviour and last, but not least, prototype and implement motion.
- Reviewed applicants and carried out job interviews.
- Contributed significantly to maintaining and improving Mirabeau's open source Frontend boilerplate.

Propeller Communications Frontend Developer

JUL 2015 - JUL 2017 • Rugby, UK

- Flexible Frontend role where I occasionally got to wear the almighty full-stack hat. I built websites in FuelPHP and WordPress, while also managing a few multi-site templates for hospitality clients.

Freelance Web Designer & Developer

Jul 2013 - Jul 2015

- Responsible for project planning with clients, negotiating contracts, developing wireframes, mock-ups and high-end designs, as well as coding and maintaining websites.

Education

Coventry University BSc

SEP 2010 - JUN 2014 • UK

Bachelor of Science in Multimedia Computing.

Investigated the possibility and implications of concept art becoming obsolete due to advancements in holographic 3D modeling technology.

Politehnica University of Bucharest BSc

Sep 2009 - Jun 2010 • RO

Bachelor of Science in Electrical, Electronics and Communications Engineering.

Transferred early to learn coding and focus on concept art and illustration.

Skills

HTML: Semantic, accessible, progressive enhancement/graceful degradation, template languages (Liquid, Nunjucks)

CSS: Responsive, SASS, CSS methodologies (BEM, OOCSS, SMACSS), Foundation grid

JavaScript: Proficient with vanilla JS, programming paradigms (OOP, FP), various design patterns, REST API, SPAs, performance profiling, testing (Jest & Enzyme)

Libraries & frameworks: React, Redux, JSS, GraphQL, jQuery, GSAP

Other tools & bundlers: Webpack, NPM/Yarn, Gulp, Lerna, Modernizr

Version control: Proficient with Git

Backend: Familiar with PHP and MySQL, can set up simple Node.js servers

Design: Photoshop, Sketch, Illustrator (decent)