

# BOGDAN-MIHAI MOSTEANU

Full Stack Developer with 5+ Years of Experience | Enthusiast of Laravel, Vue, and Next.js

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Bucharest

https://github.com/xndbogdan

## SUMMARY

Full Stack Developer with over 6 years of experience. I have a proven track record of delivering satisfying work for my clients. I've worked on real-time auctioning software, a platform for musicians to build portfolios and track engagement helping them increase their hiring opportunities, and a metadata catalog for movie studios to maintain a single source of truth.

I'm an effective communicator and a team player with a strong capacity to work independently.

I always try to see the projects I'm working on from the user's perspective, ensuring their interaction with the interface is smooth and user-friendly.

In my free time, I work on personal projects that reflect my passion for technology and innovation. These include a Procreate Thumbnail Handler for Windows and a text color plugin for Statamic's WYSIWYG editor. Many of my projects are open-source.

My personal website, built with Next.js, showcases my hands-on experience with the latest technologies:  
https://nextos.dev

## EXPERIENCE

### Full Stack Developer

#### Fabric Data

07/2023 - Present Los Angeles, California, United States · Remote

https://fabricdata.com/

- Delivered critical fixes for key clients like MGM, Fox, Viacom, etc enhancing their experience and trust in the product
- Suggested changes to the way we write and organize code, helping the team work better
- Tech Stack:** Express.js, Laravel, React, Material UI

### Full Stack Developer

#### ReelCrafter

11/2022 - 08/2023 Chicago, Illinois, United States · Remote

https://www.reelcrafter.com/

- Worked closely with the CEO to develop new features and fix bugs
- Accelerated the progress on ReelCrafter's planned v2.5 upgrade, which offers major usability & quality of life improvements for customers
- Came up with ideas that improved client experience and/or development experience
- Tech Stack:**
  - V2: SST 1 (Node) serverless backend with REST API, Vue 2 Frontend with Vuetify 2 component library
  - V2.5: SST 2 (Node) serverless backend with GraphQL API, Vue 3 Frontend with Vuetify 3 component library

### Full Stack Developer

#### WEBFUSION

09/2020 - 05/2022 Bucharest, Romania · Remote

https://www.webfusion.ro/

- Spearheaded a critical initiative to address significant vulnerabilities and performance concerns in the existing codebase, resulting in a successful full code rewrite that significantly improved security and performance
- Implemented Elasticsearch endpoints where database queries were not the best solution
- Helped junior devs understand the tech stack and get better at their job
- Implemented API integrations, including payment processors
- I built the linked page
- Tech Stack:**
  - Pre-rewrite:
    - Client Apps: Vue 2 Frontend blessed with jQuery, served by a Laravel 5.6 app. Each client would have their own app with hardcoded configurations.
    - Multi-tenant Backend: PHP5.6
  - Post-rewrite:
    - Client Apps: Nuxt Application, with feature flags for each client. Choosing a client is done from an .env variable, then specific client configurations would be loaded from the multi-tenant backend.
    - Multi-tenant Backend: Laravel 8, which integrates the features that the old individual client apps used to.

## PROJECTS

### Reskin

11/2023 - 11/2023

https://reskin.gg/

Web app designed for Counter-Strike Customization  
**Custom Loadouts:** Create and manage custom skin loadouts.

**Community Features:** Share, vote, and follow top creators.

**Real-Time Updates:** Notifications for new loadouts and creator activities.

**One-Page Management:** Centralized view for skins and prices.

### Statamic Bard TextColor

02/2021 - 02/2021

https://github.com/xndbogdan/statamic-bard-text-color

**Role:** Creator and maintainer.

**Functionality:** Enables text color changes in Statamic Bard.

- Over 90K downloads

### Procreate Thumbnail Handler

05/2024 - 06/2024

https://bogdanmihai.gumroad.com/l/procreate-thumbnail-handler

**Purpose:** View thumbnails of Procreate projects stored on Windows computers.

### Oxplay

12/2020 - 04/2022

https://oxplay.com/

**Purpose:** Built for WEBFUSION

**Tech Stack:** Built with Nuxt, Laravel, and Lumen.

**Role:** Developed the foundation of the Laravel API.

**Team:** Collaborated with a small, professional team.

- The project currently handles ~10K requests per second

### A10 by Artmark

07/2018 - 05/2020

https://www.artmark.ro/en

**Purpose:** Built for Art Games

Worked in a team of 4 to develop Romania's largest online art auction platform, utilizing Laravel, Vue.js, Bootstrap, and Elasticsearch.

### Art Safari

05/2019 - 05/2020

https://artsafari.ro/

**Presentation Site:** Created with WordPress, detailing the yearly event.

**Ticketing Site:** Developed with Laravel and Tailwind CSS for ticket sales and generation.

**Annual Redesigns:** Regular updates to location info, images, and text while maintaining the main structure.

**Solo Project:** Typically handled independently.

### Sotheby's Realty Romania

05/2019 - 05/2020

https://www.sothebysrealty.ro/

**Tech Stack:** Built with Laravel and Vue.js.

**Collaboration:** Worked with a team lead and independently on client feature requests.

## EXPERIENCE

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### Full Stack Developer

#### ART GAMES

📅 07/2018 - 09/2020    📍 Bucharest, Romania

🔗 <https://artgames.ro/en>

- Worked closely with the CTO in a 3-person team to rebuild the Artmark website
- Learned how to manage a fast-paced, ever-changing outsourcing workflow.
- Helped junior devs understand the tech stack and get better at their job
- Worked solo on projects from start to finish

- **Tech Stack:**

Backend: I've used Laravel from 5.6 up to 8. I also worked with projects that used Express.js(Node).

Frontend: I've mostly used Vue 2, but also angular. As for CSS frameworks, I've used SCSS, Bootstrap 4 & TailwindCSS

## PROJECTS

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### Laravel Ray Legacy - Laravel plugin

🔗 <https://github.com/xndbogdan/laravel-ray-legacy>

**Purpose:** Allows any PHP application to send messages to the Ray app.

**Compatibility:** Originally for Laravel 7+; modified to support older Laravel versions.