Mirel Bițoi

Full-Stack Developer

Bucharest, Romania

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Full-Stack Developer with 4+ years of hands-on experience creating end-to-end web applications that deliver seamless user experiences.
Passionate about coding and crafting elegant, responsive user interfaces, while also developing backend solutions that are efficient, robust, and built to scale.

Skills

Programming Languages
JavaScript (ES2015+), TypeScript, HTML5, CSS3

Libraries & Frameworks
React.js, Next.js, Express.js, NestJS, Prisma, GraphQL, Apollo, Mongoose, Redux, Storybook, JSS, SCSS, Tailwind CSS, Styled Components

Databases & Data Storage
PostgreSQL, Redis, MongoDB

Tools & Platforms
Git, GitHub, GitLab, Docker, Webpack, Vercel, Heroku, Firebase, Figma, Zeplin

Experience

Full-Stack Developer - WebitFactory • Aug 2024 - Present

- Developed features for an online gaming platform, integrating third-party providers and implementing raffles, promo codes, and Web3 functionalities.
- Worked on both front-end (Next.js, Material UI, Tailwind CSS) and back-end (NestJS, Prisma, Redis, PostgreSQL), ensuring high-quality and responsive solutions.
- Handled bug fixes and maintained platform stability.

Full-Stack Developer - Sessions • Jan 2021 - Aug 2024

- Implemented key features for the video conferencing platform, including the onboarding flow, authentication flow, and core features like contacts and notifications. Developed various widgets such as audio player, polls, chat, Q&A, participants, and transcript.
- Built reusable components and translated designs into responsive code using TypeScript, React.js, Next.js, Tailwind CSS, Material UI, JSS, and SCSS.
- Worked on core modules, such as event, calendar, and booking, and integrated third-party services like Notion and Evernote.
- Developed and maintained backend features using Express.js, GraphQL with Apollo, PostgreSQL, Prisma, and Redis.

Project / Product Manager - Premium IT Technologies • Apr 2018 - Jan 2021

- Managed and coordinated the department's integration projects.
- Integration of new payment methods.
- Creation and maintenance of the cashier's routing and fraud rules.
- Constant optimization of the cashier, as well as all current payment methods.

Game Developer & QA Tester - Freelance • Jul 2015 - Apr 2018

- Developed new game features and collaborated with the content team to enhance Unity-based multiplayer games.
- Built client-side components and improved game performance using JavaScript and Unity.
- Made game variables accessible to players, allowing them to customize and personalize their gameplay experience.
- Tested and debugged games to ensure quality, while providing support to players and developers for smooth gameplay.

Education

Economic Informatics • Jul 2013 - Jul 2016
Faculty of Cybernetics, Statistics and Economic Informatics

- Relevant courses: Web Programming, Database Systems, Data Structures and Algorithms, Object-Oriented Programming (C++)