

DRAGOS BILANIUC

Full Stack Developer with People Skills and a Sense for Beauty

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PROJECTS

Parentool

06/2020 - Present

<https://parentool.ro/>

Parentool is a mobile app (Android, iOS) designed to help parents navigate through the difficult challenges of parenthood. It offers curated articles, scientific milestones, access to a team of over 50 specialists that can be contacted directly through the app, an AI-powered chatbot and much more.

- I've implemented everything in the app, raising it from an idea to an app with over 10k users, 50 specialists and daily transactions
- Technologies: **Typescript, React Native, Firebase, NodeJS, NoSQL, GCP, Android Studio, Xcode, Java, Swift, social authentication, in-app purchases**

Reach Finance

07/2022 - 11/2023

<https://reach.finance/>

Reach Finance is a fintech app designed to be your personal financial advisor. You can set financial goals (buy a house, retirement, etc), then see projections that would help you understand how to get there; after this, the app gives you a concrete strategy to achieve those goals, and a way to track your progress towards them.

- I was brought in right at the beginning of the project as a fullstack expert, mainly concerned with implementing the mobile app (from the design and business requirements), but also with guiding the development of the backend based on AWS
- Technologies: **Typescript, React Native, AWS, NodeJS, Victory Charts, OAuth, Cognito, Amplify, RevenueCat**

SUMMARY

I'm a Senior Fullstack developer, specializing in Web, Mobile, and Cloud Development. My professional experience spans over 6 years, the last 4 working as a freelancer in leading positions (CTO, tech lead, team lead).

I bring the most value when you need someone who designs the technical architecture of your app, implements it, but also excels at communication along the way, in the sense of constantly bringing technical perspectives and insights in a manner that resonates with both tech and non-tech people (from business, UI/UX, marketing, etc).

EXPERIENCE

Freelance Developer

Luckylabs Software

05/2020 - Present Remote

I started my professional freelance career in May 2020, when I opened my company, Luckylabs Software SRL. Since then, I've worked on several major mid/long-term projects, mostly on the independent freelancing platform Upwork. Some notable achievements:

- over \$100k earned only through the Upwork platform
- 10 successful projects, 5/5 stars on every project, with exceptional reviews on all areas (visible on both Upwork and LinkedIn)
- 4 large, long-term clients that I'm still consulting

CTO

Parentool

06/2020 - Present Remote

Since 2020, I'm the CTO of the startup (currently working on it in my free time, which allows me to take on other projects). Some notable achievements:

- reached number 3 in the Health&Fitness section of App Store
- over 10.000 users (as of Jan 2024), 7% of them being paying customers
- over 2000 paid conversations through our in-app questions system, connecting parents with the right specialist from over 16 specializations, solving critical problems with their children
- fully organic growth and constant stellar reviews

Tech Lead

Around25

07/2020 - 09/2021 Cluj-Napoca

After having worked as a full stack developer in the company for a while, I started assuming leading technical roles in important project, at an intensive pace. Some notable achievements:

- being part of the core team in multiple projects at the same time
- bringing one of the most demanding projects of the agency to a successful end
- leading the development team of a mobile job searching platform, building the product from scratch, all the way to the release on Google and Apple's stores

Software Engineer

Around25

09/2019 - 07/2020 Cluj-Napoca

The best thing about this employment was that the company allowed me to assume a lot of responsibilities early on, despite my junior level. Some notable achievements:

- finalized the development of an internal HR tool (that I started building as an intern) that was used by the entire company
- successfully stabilized multiple products with major issues in production
- built a job searching platform for the Australian market, from scratch, as part of a team of 5 developers

PROJECTS

Jobby

📅 03/2020 - 01/2021

🔗 <https://jobby.ro/>

Jobby is a Job Searching Platform that differentiates itself through a matching algorithm that calculates matching scores between job seekers and jobs, ensuring that companies get the best candidates, and job seekers get the best positions, based on their skills and requirements.

- Throughout the project, I worked in a very dynamic team, with teammates all over the world. My involvement started in the role of a frontend developer and quickly evolved to that of a frontend lead. Soon enough, I started dabbling into the backend as well, delivering end-to-end features.
- Technologies: **React, NextJS, NodeJS, Strapi, PostgreSQL, TimescaleDB, Go, Docker**

Glede

📅 10/2021 - 06/2022

🔗 <https://glede.app/>

Glede is a microgifting app with a viral factor. In short, you can use the app to send your friends/employers small gifts like coffee, flowers, a massage, etc. The friend receives a link to download the app and redeem the gift, afterwards being encouraged to send gifts themselves, hence the viral factor. The app quickly gained over 30k users, at which point the "let's build stuff ASAP" started having issues, and I was brought in to help fix them.

- I was brought in as a React Native/mobile development expert with the purpose of fixing a very problematic codebase that was generating major issues for paying users, in production. Besides this, I had the objective of improving the performance of crucial sections of the app and also delivering new functionalities, most notably a move towards B2B and integrating Apple Wallet for gift redeeming
- Technologies: **JavaScript, React Native, NodeJS, Firebase, Stripe, react-native-maps, Apple/Google Wallet**

EXPERIENCE

Intern

[Around25](#)

📅 06/2019 - 09/2019 📍 Cluj-Napoca

My experience as an intern was focused around JavaScript-based technologies (React, React Native). After learning the quirks of the technologies, I had one big achievement as an intern:

- building a mobile application for the internal HR team (with React Native), that ended up being used in the entire company

EDUCATION

Mathematics and Computer Science

[Gheorghe Șincai National College](#)

📅 2013 - 2017

Bachelors Degree in Computer Science

[Babes-Bolyai University](#)

📅 2017 - 2020

SKILLS

General dev skills

Mobile	Web	Cloud Development	APIs	DB Design (NoSQL)
CI/CD	Command Line	Cybersecurity	Prototyping	Estimating
Debugging	Microservices	Layered Architecture		
Event-driven Apps	Analytics	Version control	Payment Systems	

Coding skills

Modular code	Layered coding structure	DRY code	Decoupling
Orthogonality	Reversibility	Test-Driven Development	
Refactoring	Concurrency	Parallelism	

Frontend - main technologies

HTML	CSS/SCSS	Javascript	Typescript	React
React Native	NextJS			

Backend - main technologies

NodeJS	Firebase	GCP	npm
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PROJECTS

Equinet

📅 05/2021 - 10/2021

🔗 <https://www.equinetapp.com/>

Equinet is a mobile app for Farriers, produced by the biggest supplier of horse riding equipment in the world. The purpose of the app is to allow farriers across the globe to manage their clients, schedules, inventories, invoices, all the while connecting between themselves and improving their craft.

- I joined the team when the development of the product was already 2 years down the road. I was brought in as a React Native expert, with the objective of improving the performance of existing features, implementing a complete redesign of the app and adding new functionalities; Notably, I had to plan and implement organisation management and collaborative actions within the offline-first app.
- Technologies: **JavaScript, React Native, Ruby on Rails, WatermelonDB**

Skuadz.io

📅 09/2019 - 06/2020

Skuadz.io - also known as my bachelor's degree project - was my most technically demanding project yet. For that degree, I decided to push myself and build a Massively Multiplayer Online game, capable of simultaneously offering thousands of players the time of their life; all this, through a team shooter game in which players would be randomly picked as leaders that would have to coordinate their teammates - who would otherwise be blind.

- Besides brainstorming, planning and researching, I had to learn how to work with a wide variety of technologies and concepts - and apply them in the most effective way.
- I decided to implement the client in vanilla Javascript, using the HTML5 canvas to render the game graphics (yes, a ton of maths was needed there). The server was implemented in NodeJS, while the client-server communication was made via Websockets. For the DevOps part, I used Docker.

SKILLS

Other technologies I worked with

GCP	AWS	Azure	Digital Ocean	heroku	Open AI
App Center	App Store Connect	Google Play Console	git		
github	bitbucket	yarn	ngrock	express	axios
postman					
Web Sockets	MongoDB	Postgres SQL	Firestore	GraphQL	
docker	Java	C/C++	Android	Swift	iOS
Python					
Bootstrap	Storybook	Mixpanel	Figma	Adobe XD	
lottiefiles	framer-motion	expo			
almost every React Native library there is					

People skills

Public Speaking	Presentations	Conflict management
Translating business/design to tech and vice-versa	Debating	
Aligning stakeholders	Moderating sessions (ideation/review/etc)	
Onboarding/Offboarding	Interviewing	Reviewing/giving feedback

LANGUAGES

English	Native	●●●●●	Romanian	Native	●●●●●
Spanish	Proficient	●●●●●	German	Intermediate	●●●●●