

DRAGOS BILANIUC

Full Stack Developer with People Skills and a Sense for Beauty

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Cluj-Napoca, Romania



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 fullstack developer with over 6 years of experience, 4 as a freelancer, 3 as a tech lead. Besides deep expertise in web, mobile and cloud development technologies, I'm familiar with the entire development process of a product, from ideation and design, all the way to public release and marketing. This combination allows me to add valuable context and insights to the code I write, which has proven again and again to be invaluable in the work I deliver.

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 6 major mid/long-term projects, and several others on the side. Some notable achievements:

- Over \$100k earned on the independent freelancing platform Upwork
- 10 completed jobs, 100% job success score, with a general rating of 5/5 on all areas, on the same platform
- Stellar written reviews from all my clients, visible on both my LinkedIn and Upwork profile

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). Together with Petruta, my awesome partner, CEO and friend, we've taken this startup from the first ideation sessions to an app with over 10.000 users and counting, all while being fully bootstrapped. The product is described in the "Projects" section.

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. I started as a frontend lead in a couple of projects, then I moved towards a full technical lead role, responsible for every technical (and not only) aspects of projects. Working with teams in this position helped me greatly develop my teamwork and soft skills, while at the same time, develop my technical expertise all the way from analysing the business and developing requirements, to designing an architecture for the system, to deciding technologies, to implementing the system and finally to deploying, maintaining and scaling it.

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. This put a lot of pressure on me, but at the same time, forced me to grow at a very quick rate. Soon enough, I started assuming leading technical roles in teams of people that were often more experienced than myself.

The main technologies that I used throughout this employment were React, React Native and NodeJS.

Intern

Around25

06/2019 - 09/2019 Cluj-Napoca

Around25 is a software company, focused on offshore software development, custom software design and outsourcing application development, as well as software solution customization and support.

In my intern position, I'm learning React Native, for mobile development, to complement and enrich my existing skills in web development.

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, PostgresSQL, 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**

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 Computing](#) [APIs](#) [DB Design \(NoSQL\)](#)

[CI/CD](#) [Code Structure](#) [Debugging](#) [Microservices](#)

[Layered Architecture](#) [Event-driven Apps](#) [Analytics](#)

[Version control](#)

Frontend - main technologies

[HTML](#) [CSS/SCSS](#) [Javascript](#) [Typescript](#) [React](#)

[React Native](#) [NextJS](#)

Backend - main technologies

[NodeJS](#) [Firebase](#) [GCP](#) [npm](#)

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](#)

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.

LANGUAGES

English

Native ●●●●●

Romanian

Native ●●●●●

Spanish

Proficient ●●●●●

German

Intermediate ●●●●●