


DENIS MITĂ

Software Engineer

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EXPERIENCE

Software Engineer - **Stella** Apr 2024 – Jul 2024

- Worked on the web app platform from the start as a Full-Stack Engineer.
- Developed a unified interface for creating content across multiple social media channels.
- Integrated billing functionality with Stripe.

Software Engineer - **Try it on AI** Aug 2023 – Apr 2024

- Served as a Full-Stack Engineer, responsible for maintaining and further developing the platform's functionality.
- Implemented image resizing and editing capabilities using the HTML Canvas API.
- Developed a public API to expose the platform's core functionalities for integration with external clients.

Software Engineer - **Deepwaters** Jun 2022 – Jun 2023

- Mainly responsible for the creation and development of the trading platform web app.
- Implemented multiple widgets, ranging from currency-specific inputs to price evolution charts and paginated tables, built entirely from scratch.
- Designed and implemented the mobile version of the platform
- Maintained and developed the company website

Technical Lead - **Minerva Gate** Mar 2022 – Nov 2022

- Worked on creating and maintaining different projects, most of them being web applications.
- Responsible for task management, workflow design and development planning within the company.
- Maintained and developed features for the in-house recruitment platform.
- Guided and mentored junior developers within an agile environment.
- Played an important role in the design phase of a product, closely collaborating with designers and clients through video calls to ensure accurate implementation of client requirements.

Founding Engineer & UI/UX Designer - **Blink** Oct 2017 – Mar 2022

- Project owner and primary programmer on all the front-end related projects.
- Implemented a mobile wallet app which allowed users to transact between them via the Blink Protocol, an in-house developed distributed ledger (DLT).
- Implemented the landing page, a user facing dashboard, a publisher facing dashboard, and multiple iframe apps.
- Created an SDK which allows publishers to embed widgets, popups, paywalls, and any customizable panels and flows to interact with and engage their users. We featured subscriptions, payments, donations, email newsletters and e-commerce directly on the publisher's website. All the UI elements embedded used iframes so that private user data wasn't accessible from the publisher's website.
- Created visual assets for the company's pitch decks and presentations.
- Designed former versions of the landing page and the product, as well as the company logo.

Software Engineer Intern - **Google** Jul 2017 – Sep 2017

- I was responsible for developing the flight price tracking feature in Google Flights.
- The feature shows users a chart displaying historical prices for the selected flights they wish to keep track of. I implemented it using Google Charts in a JSX front-end framework.

Software Engineer Intern - **Google** Sep 2016 – Nov 2016

EDUCATION

University of Bucharest
Bachelor's Degree in Computer Science
Oct 2015 – Jul 2018

- My bachelor thesis was a web app that recognized and identified license plates in photos using a BFS like algorithm for the recognition and CRNN for the identification.

Fratii Buzesti National High School
High School Sep 2011 – Jul 2015

SKILLS

Programming Languages

Typescript, Javascript, HTML, CSS, Python, C++, SQL

Libraries, Frameworks & SDKs

React.js, Redux, GraphQL, Gatsby, Ethers.js, wagmi, Node.js, Next.js, hardhat, Django, Stripe, Apache Cordova

Tools

AWS, Supabase, Docker, Git, Github, Sketch, Figma, Adobe Photoshop

Other

Algorithms, Data Structures, UX Design, UI Design, Blockchain, Web3, Generative AI, LLMs

AWARDS

Balkan Olympiad in Informatics (BOI)
Silver Medal 2015

National Olympiad in Informatics
Gold Medal 2015

Schumen International Tournament in Informatics
Bronze Medal 2014

Romanian Masters of Informatics (RMI)
Gold Medal 2014

VOLUNTEERING

Central European Olympiad in Informatics (CEOI)
Scientific Committee
2016

National Olympiad in Informatics
Scientific Committee
2016

- Using vanilla Javascript, I developed an internal Chrome extension specifically designed for the Google Cloud team. The extension served as a comprehensive tool for stats monitoring, enabling quick actions, and facilitating web inspection for the developers.
 - I implemented a light feature in the Kubernetes front-end using Angular.
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Software Engineer & Problem Setter - **CS Academy** Mar 2015 – Nov 2017

- Worked on multiple website sections and widgets, including a workspace, a diff tool, a graph editor, the task interface and the contest interface.
- Settled and prepared algorithmic tasks for multiple contests on the platform.
- Served as a member of the contest committee for IEEEExtreme 24h contests in 2017 and 2021.
- Primary contributor to StemJS, a JSX web front-end framework developed in-house used at CS Academy and at Blink.