Alexandru Creangă

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FULLSTACK DEVELOPER

I'm Alexandru, a Fullstack Developer who enjoys designing clear, scalable architectures and building systems that run smoothly behind the scenes. I focus on writing clean, well-structured code and creating solutions that are fast, stable, and easy to maintain throughout their entire lifecycle. My goal is to build software that stays reliable, efficient, and effortless to evolve as projects grow.

SKILLS

Backend: Node.js, Express.js, NestJS, PostgreSQL, MongoDB, MySQL, TypeORM, Redis, Convex
Frontend: React, Next.js, React Native, TypeScript, JavaScript, CSS, TailwindCSS, Vite, Expo
Tools & Integrations: Git/GitHub/GitLab, Agile/Scrum, Stripe, Vivapay, Netopia

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PROFESSIONAL EXPERIENCE

IV Future **September 2022 - Present**
Fullstack Developer
Worked on core features across multiple projects, taking ideas from early planning to fully released functionality. Focused on building reliable systems, improving user flows, and ensuring changes supported both the product and its users. Comfortable breaking down unclear requirements, suggesting practical solutions, and delivering features that worked smoothly in real conditions.

Accomplishments:

- Improved key backend workflows, making data handling more predictable and reducing issues during day-to-day operations.
- Refined important user flows across the platform, working to simplify the experience and remove unnecessary steps for users.
- Integrated multiple third-party payment services: Stripe, Vivapay, and Netopia, including save card flows, recurring payments, and automated handling for failed transactions.
- Connected additional external services when needed, ensuring the platform could support new business requirements.
- Worked directly with clients to understand their needs and translate them into clear plans that could be delivered reliably.
- Increased system stability by cleaning up older logic, organizing services better, and improving error handling across key areas.
- Helped the team move faster through clear code reviews, simple documentation, and consistent development practices.
- Took ownership of urgent issues, quickly finding the cause and implementing fixes that prevented the same problems from returning.

EDUCATION

Computer Science **October 2021- July 2025**
Dunărea de Jos, University · Galați, România

PROJECTS

LexMed - Bachelor's Thesis

A platform connecting multiple clinics, making it easy for staff to manage operations and for patients to book appointments.

- Managed multiple clinics, doctors, schedules, and appointments, with admin oversight to maintain quality.
- Enabled patients to find doctors, book appointments, and access medical records through a mobile app.
- Enhanced maps, media management, and caching using Leaflet, Cloudinary, and Redis.
- Built with **Next.js, Expo, Express.js, TypeScript,** and **TypeORM**, focusing on scalable design and intuitive UX to support multiple clinics efficiently.

ACIEE Hackathon - 1st place, Facial Recognition Banking App **2024**

A banking application using real-time facial recognition to provide secure, personalized authentication for users.

- Developed a **Python**-based facial recognition system using **K-Nearest Neighbors (KNN)** for accurate user verification.
- Handled edge cases: no-face detection, multiple faces, and unauthorized access prevention.
- Guided users during registration to capture multiple facial angles for improved recognition.
- Built a standalone app with **Tauri** and **React**.
- Optimized for real-time performance, including use on Raspberry Pi devices.
- Focused on security, usability, and reliability for sensitive banking operations.

"Severin Bumbaru" - 1st place, Robot Puzzle Game **2023**

A puzzle-adventure robot game built in **Unity** and **C#**.

- Created levels with timed maze navigation and stamina-based puzzles.
- Added a 3x3 grid mechanic for players to draw shapes and solve challenges.
- Built the game quickly during the hackathon, focusing on clear gameplay and easy-to-use controls.

ACIEE Hackathon - 1st place, Fire Detection and Alert System **2022**

A system that detects fires in a room and sends real-time alerts.

- Built with **Raspberry Pi** and **Python** to monitor sensors and send live alerts.
- Developed a website to display fire data and live images with zoom.
- Focused on real-time performance and usability.

"Severin Bumbaru" - 1st place, Tower Defense Game **2022**

A tower defense game built in **Unity** and **C#.**

- Designed levels with coin-based tower upgrades and multiple enemy types.
- Implemented two modes: a classic challenge and an endless survival mode.
- Added visual and sound effects to make gameplay engaging.
- Built the game quickly during the hackathon, focusing on smooth mechanics and easy-to-use controls.