Contact

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(LinkedIn)

Top Skills

Web Development

JavaScript

React

Languages

English (Full Professional)

Romanian (Native or Bilingual)

Marius Petcu

Co Founder, Software Enginner at Critique Gaming
Bucharest, Romania

Summary

I know Web (front and back). Pretty deep in the JavaScript scene
(Node, Webpack, React, etc). I'm also good with native, more
specifically Game Development (C++, OpenGL, Lua, etc.) and iOS/
OS X Development. Debating since 2010, so I have some speaking
and presentation skills on the side. Unsurprisingly fascinated by all
things tech and geeky.

Experience

Critique Gaming
Co Founder, Software Engineer
October 2015 - Present (4 years 10 months)
Bucharest

Currently doing game development for Critique Gaming, an 8-people indie
studio that we've founded.

* Lead programmer for our main project, Interrogation, developed in Defold
(Lua).
* Wrote narrative design tooling in React, Redux.
* My work involves constant teamwork in a multi-disciplinary team.
* Developed a past project in Cocos2D-JS

Kamua
Senior Frontend Developer
June 2018 - May 2019 (1 year)
Bucharest, Romania

Built front-end tech for an online video editor with React, Flow, MobX,
MaterialUI.

DocProcess
Senior Frontend Developer
February 2017 - May 2018 (1 year 4 months)

Wrote frontend for a document management web platform with React, Redux,
Flow, MaterialUI.

Independent
Freelance Software Engineer
September 2015 - December 2017 (2 years 4 months)

Took on a number of web and mobile commissions, mostly built with React and React Native. Notably:

* Wrote the client-side (React Native) and, the data collection I/O (Node.js) and the embedded firmware (Arduino + AVR C) for a cooking-related IoT project for a customer.

* Wrote an event app (React Native) for the World Schools Debating Championship

Asociația Română pentru Gândire și Oratorie
Debate Trainer, IT&Media Officer
August 2013 - January 2017 (3 years 6 months)
Bucharest, Romania

Wrote ARGO Tabs, a web-based tabulation tool for debate competitions. (Angular 1, now React, Redux)
Built and maintained simple websites for ARGO and its events.
Delivered weekly trainings to a group of 10 novice debaters.
Coached teams of debaters as part of their preparation for competitions.
Maintained ARGO's IT infrastructure.

Learn Forward
Software Engineer
June 2014 - August 2015 (1 year 3 months)

Architected and developed NodeJS tool and frontend for a HTML5 textbook compiler. Built mobile apps with web technologies. Tech used: Node, React, Backbone, Gulp, Webpack, Mongo, Bootstrap and many others.

Porkholt Labs!
Co Founder, Software Engineer
December 2010 - November 2013 (3 years)
Ploiești, Romania

Wrote a cross-platform (iOS/Android/OS X/Linux) 2D/3D OpenGL game engine from scratch, various demo apps and 2 playable platformer games. Built iOS jailbreak tweak and app (LivePapers) that allows the user to have highly-configurable custom animated wallpapers on their homescreen (created

with the previously mentioned engine). This involved reverse engineering Apple's SpringBoard code.
Tech used: C++, OpenGL (ES), Lua, GLSL, Objective-C, Cocoa Touch, logos/theos, MobileSubstrate

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Education

Universitatea „Politehnica" din București
Bachelor's degree, Computer Science · (2013 - 2017)