

Bogdan-Mihai Gligor

gligor.bogdann@gmail.com ❖ gligor.dev ❖ github.com/pammota

Skills

Front-end: JavaScript, TypeScript, React, Svelte, Vite, Tailwind, Next.js, HTMX

Back-end: Node.js, Express, Golang, PostgreSQL, MongoDB, Docker, Redis, Microservices

DevOps: Linux/Unix, DNS/Cloudflare, Bash, CI/CD, AWS, Git, GitHub Actions

Experience

Mid Full-Stack Developer, Oppr.ai – Cluj-Napoca & Holland Sep 2024 – Present

- Implemented multiple immersive and responsive landing pages, created assets for said pages.
- Designed and developed modern and intuitive UIs for AI chat application, fully-featured file manager, user and company management pages. Created & updated many secure REST endpoints for aforementioned pages.

Junior Web Developer, Qubiz – Cluj-Napoca Nov 2022 – Aug 2024

- Architected, designed and implemented the web application and style engine of an AI powered widget startup while under great time constraints and constantly-changing scopes and MVPs. Conducted meetings with the client and successfully managed to set and meet expectations.
- Worked on a complete redesign of a yacht rental website. Created blogs page, forms for contact, newsletter and airport transfer. Built site-wide translations. Created a variety of reusable components. Set up and linked SendGrid email API, OpenWeather API, and automatic currency converter API to Strapi backend.
- Implemented landing page, email-sending APIs, DNS setup and troubleshooting, and cloud deployments for a venture capital firm. Conducted meetings with the client and guided their feedback into the iterative process to achieve optimal final product.

Web Development Intern, Qubiz - Cluj-Napoca Aug 2022 – Nov 2022

- Developed an internal tool used as a task management web application.

Projects

Personal Website github.com/Pammota

- Built using Next.js and hosted on Vercel. Microservice-based backend built in Go and locally hosted by me.
- Created a strawpoll-like web-app with anonymity, live updates and beautiful interface. [polls.gligor.dev]
- Created a collaborative drawing web-app that allows people to share a canvas using websockets. [draw.gligor.dev]
- Developed a personal tech blog I write to from time to time. [gligor.dev/blogs]

Microservice-based Full-Stack Application | Dec 2023 github.com/Pammota/ds-project

- University project during the course of which I've greatly developed my backend skills, especially in Go.
- Rolled own authentication and user management.
- Created business logic and RESTful APIs for a measurement device system.
- Created a websocket-based live-chat app.
- Created inter-service communication with RabbitMQ.

The Running Knight | Aug 2021 - May 2022 tofanitty.com

- Developed a mobile game in Unity. Reached top 35 on the App Store adventure games chart in first launch week.
- Worked on user interface, controls, level design; created most creative assets, including all pixel art and music.

Bosch Future Mobility Challenge | Sep 2021 - Apr 2022 github.com/Pammota/PTBrain

- Used Arduino Nano and Raspberry Pi Pico microcontrollers to create serial interfaces for some sensors that were needed on the car.
- Set up the OS, SSH, VNC, and development environment to enable continuous development without physical access to the car kit.

Education

Technical University of Cluj-Napoca – Bachelor in Computer Science 2020 - 2024 (ongoing)