Theodor-Mihai 'Mike' Roibu

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Professional Summary

Experienced and driven programmer and team leader. Good technical communicator, and experienced at liaising with non-technical contacts. Self-motivated and organised, capable of setting up own goals and tasks within projects.

Broad enterprise and game development knowledge, both front and back-end. Extensive desktop and web application development in enterprise, and varied game engine and backend application development in game development. Lengthy experience designing, developing and maintaining everything from small internal web tools to multi-million user large systems.

Always looking for new experiences and knowledge.

Skills

- Comfortable leading technical design and implementation for projects and teams (5+ developers)
- Proficient in C#, Javascript, Python, C++, Golang
- Excellent knowledge of SQL (MySQL, MSSQL, SQL Server) and NoSQL (Cassandra, DynamoDB)
- Deep knowledge of Unity3d, Photon networking, traditional/modern approaches to multiplayer systems for game development
- Experience designing and architecting solutions for technical projects, including accounting for existing legacy code, technical debt removal and soft aspects of time, people and project management
- Experience reverse engineering, documenting, adapting, extending, improving and replacing legacy codebases and applications
- Deep knowledge of build/devops systems and associated tooling, including TeamCity, Jenkins, Octopus Deploy, various source control technologies (Git, Perforce)
- Experience managing both Linux and Windows servers in both dedicated server (OVH, bare-metal) and cloud platform (AWS, GCP, Azure) environments

Experience

Tag Games (Scopely), Remote (UK) - *Senior Back-end Developer*
AUG 2021 - PRESENT
- Worked on multi-million user mobile/console game Stumble Guys, and other projects
- Worked within back-end development team to develop game features, internal tools as well as platform setup internal and external
- Investigated, designed and architected solutions for game systems with back-end requirements
- Involved in maintaining, extending and developing live-ops and general tooling for active major live-service game
- Assisted with client-side (Unity/C#) development and design of features that involved back-end work
- Assisted with implementation of DevOps pipelines and database/infrastructure setup
- Development work in C# (including Unity), Golang, Python

WiggleCRC, Portsmouth (UK) - *Back-end Lead Developer*
MAY 2019 - AUG 2021
- Spearheaded efforts to analyze and recover failing in-flight projects, identifying both IT and non-IT bottlenecks and problem areas, and establishing next steps for development to resume effectively
- Led team of 2-4 developers focused on back-end systems in working on new systems, improvements to existing systems, and updating of legacy systems
- Worked closely with Business Analysts and Project Managers to improve requirements gathering and project planning processes to streamline development and minimise incidents and interruptions
- Interacted with stakeholders from all business functions for project delivery at every stage of the process, representing development team professionally
- Adjusted timeline expectations and improved estimation accuracy considerably, through mentoring and rigorous reviews of existing processes
- Authored both high and low level technical design documents for products and projects and architecture for back-end projects, focusing on extensibility, reuse and potential for enhancements of existing legacy architecture around project scope
- Interacted with third party outsourcers and independent consultants for work and review of work done, proposed designs, and future work

- Development work mainly in C# with major technologies: ASP.NET including Core, NServiceBus, Mulesoft/Anypoint, Microsoft SQL Server 2012+, Azure (Service Bus/Fabric, App Service, Kubernetes Service)

Freejam Games, Portsmouth (UK) - *Senior/Lead Server Developer*

DEC 2014 - APR 2019

- Worked on multi-million user project, Robocraft, as well as multiple new projects, leveraging existing architecture and reusing existing infrastructure where possible
- Worked on maintaining and improving existing infrastructure and codebase, while developing extensive tooling for both development team and associated marketing/product/design teams
- Designed, implemented and maintained new secure GDPR-compliant unified authentication system, built for unifying authentication across the company's games
- Successfully migrated entire backend codebase from using third party services to home-grown services relying on established technology such as Photon Server, Cassandra, Redis and MySQL
- Integrated new release with Microsoft Xbox APIs server-side for Xbox-released Robocraft Infinity, as well as developing and securing build and deployment pipeline and server-side infrastructure for it
- Built and maintained build and deployment pipeline for clients and servers, as well as managed systems in both dedicated server and cloud platform scenarios
- Developed mainly in C# including web services leveraging ASP.NET (OWIN) and Javascript for front-end web development

Extend Studio, Bucharest (Romania) - *Web Software Developer*

FEB 2014 - DEC 2014

- Worked closely within a team to develop both Wordpress plugins and non-Wordpress projects, leveraging PHP and Javascript
- Worked full-stack, from database design and system administration to front-end development and assistive tooling
- Assisted project transition from non-RESTful API to a newer third-party RESTful API, and created a similar RESTful API in a subsequent project leveraging the Laravel framework

Education

"Politehnica" University of Bucharest, Bucharest Romania - *Engineer in Applied Mathematics and Informatics*

OCT 2010 - SEP 2014