
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.

Diverse full-stack knowledge, specialising in online application development, both front and back-end. Experience in enterprise software development, game development, as well as web application development. Broad experience designing, developing and maintaining anything from small web tools for internal use to multi-million user large systems.

Always looking for new experiences and knowledge.

Skills

- Comfortable leading technical approach for projects and teams (5+ developers)
- Proficient in C#, Javascript, Python, C++, Golang
- Excellent knowledge of SQL (MySQL, MSSQL, SQL Server) and NoSQL (Cassandra)
- 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, Remote (UK) - *Senior Back-end Developer*

AUG 2021 - PRESENT

- Worked within back-end development team to develop projects in partnership with other studios
- Investigated, designed and architected solutions for game systems with back-end requirements
- Involved in maintaining, extending and developing live-ops and general tooling
- Assisted with client-side (Unity/C#) development 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