



Alexandru-Gabriel Christescu

Date of birth: 15/11/1999 | **Nationality:** Romanian | **Phone number:**

(+40) 730240101 (Mobile) | **Email address:** alex.christescu@gmail.com | **Website:**

<https://geochristotechnologies.ro/wp/>

WORK EXPERIENCE

FREELANCE PROJECTS

SOFTWARE DEVELOPER (FREELANCE) – 01/01/2024 – CURRENT

- Worked on a variety of freelance and commercial software projects across web, mobile, and blockchain ecosystems, including:
- **BlockHunters** – Web3 platform with blockchain integrations. (<https://blockhunters.org/>)
- **GoldbachPrime** – Financial/crypto platform with modern UI and secure workflow implementations. (<https://goldbachprime.com/>)
- **Ti22 (Titanium Games)** – Trading and investment platform with advanced UI components and API integrations. (<https://www.ti22.io/>)
- **DexTribe** – Decentralized trading platform with wallet connectivity and real-time data features. (<https://dextribe.io/>)
- **Buzz.fun** – Digital entertainment platform featuring interactive experiences, modern UI design, and scalable frontend architecture. (<https://buzz.fun/>)
- **OGMS Group** – Corporate website with custom design, responsive architecture, and CMS enhancements. (<https://www.ogms-group.ro/>)
- Developed tailored software solutions for **Datecs** devices, including integrations, automation, and application-level support for their hardware ecosystem. (<https://datecs.ro/>)

BCR – BUCHAREST (REMOTE), ROMANIA

SOFTWARE DEVELOPER (FREELANCE) – 01/11/2023 – CURRENT

- Engaged as a Software Developer in enhancing the functionality of a credit-scoring application used by **BCR Social Finance**.
- Responsible primarily for developing and improving the **ReactJS front-end**, implementing new features, refining UI/UX flows, and ensuring smooth user interactions.

GEOCHRIS TECHNOLOGIES – CRAIOVA, ROMANIA

SOFTWARE DEVELOPER (OWNER) – 01/06/2022 – CURRENT

- Served as the lead Software Engineer for **go2med**, an e-learning platform designed to help students prepare for Romania's medical school admission exam.
- Designed and built the entire platform end-to-end, managing architecture, development, testing, and deployment as the sole creator of the product.
- Developed the **web frontend using Next.js (React)**, implementing course pages, dashboards, authentication flows, and responsive UI components.
- Built the **backend using NestJS**, integrating authentication, quiz logic, progress tracking, and secure data handling with SQL databases.
- Developed the **mobile application in React Native**, ensuring feature parity with the web platform and enabling cross-platform access for students.
- Utilized tools such as **Visual Studio Code, Expo**, and modern CI workflows to streamline development, testing, and deployment.
- Ensured a high-quality user experience through clean UI components, optimized state management, and scalable frontend and backend architectures.
- Coordinated feature planning, release cycles, and continuous improvements while maintaining full ownership of the platform roadmap.
- Implemented a modular and extensible architecture capable of supporting future features, enhanced maintainability, and long-term scalability.

KABAYAN REMIT LTD – LONDON (REMOTE), UNITED KINGDOM

MOBILE/WEB APPLICATION FRONTEND DEVELOPER – 01/01/2023 – 01/10/2023

- Deepened expertise in **React** and **React Native**, working with a large, production-level codebase and adopting modern development patterns.
- Contributed to the migration of **Kabayan Remit's flagship money transfer application** to **Amazon AWS**, improving performance, scalability, and reliability.
- Developed new features and resolved bugs across both **iOS and Android** platforms, ensuring smooth user experience and platform consistency.
- Collaborated closely with cross-functional teams, participating in code reviews, feature planning, and release cycles.
- Utilized a wide range of tools and technologies, including **React Native, JavaScript, Xcode, VS Code, Android Studio, AWS, Jira, Slack, and Sketch**.

🏢 **EDITEC** – BUCHAREST, ROMANIA

EMBEDDED SOFTWARE ENGINEER – 01/09/2022 – 01/01/2023

- Learned and applied key concepts of embedded software development, focusing on real-time systems and device-level programming.
- Contributed to the development of **embedded virtual gaming systems** for sports betting and lottery products.
- Worked extensively with **C/C++** for low-level feature implementation, memory management, hardware interaction, and performance-critical components.
- Utilized **Lua** for scripting game logic, configuration modules, and rapid feature prototyping within the embedded environment.
- Collaborated on integrating Lua scripts with C/C++ engines to enable flexible, data-driven behavior in virtual gaming applications.
- Used tools and technologies such as **Visual Studio, Linux environments, SQL, and Microsoft SQL Server** for development, debugging, and data handling.
- Gained experience in debugging embedded applications, optimizing performance, and ensuring system stability in resource-constrained environments.

🏢 **FORVIA (HELLA)** – CRAIOVA, ROMANIA

EMBEDDED CYBERSECURITY ENGINEER – 01/06/2021 – 01/09/2022

- Gained foundational knowledge in embedded software development and automotive cybersecurity practices.
- Developed Python-based automation tools to improve embedded software workflows.
- Continuously expanded both technical and soft skills, including teamwork, communication, and task prioritization.
- Worked with industry-standard tools such as **PTC Integrity, DaVinci, DOORS, Git, Eclipse, and VS Code**.
- Applied core cybersecurity concepts and development methodologies specific to the automotive industry.

🏢 **NAGARRO** – CRAIOVA, ROMANIA

INTERNSHIP STUDENT – 01/12/2020 – 01/05/2021

- Generic Internet and Web concepts, including HTTPS
- HTML5 with basic semantics
- CSS Responsive-design (media-queries), layouts, grid, flex
- Javascript basics and the browser API
- Javascript async programming, AJAX and REST-ful APIs, OOP
- Git version Control System

● **EDUCATION AND TRAINING**

01/06/2022 Craiova, Romania

BACHELOR OF SCIENCE, COMPUTER SCIENCE University of Craiova

● **LANGUAGE SKILLS**

Mother tongue(s): **ROMANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● SKILLS

Javascript (React.js) | Git/Github, Docker, Gitlab | ReactJS, NextJS, Redux, Typescript | Bootstrap and Tailwind CSS |
Firebase: Firestore, FirebaseAuth, Firestorage, RealTime database | Web3 integration | Databases (MongoDB MySql
PostgresSql) | Python | C/C++ | NodeJS | Web Technologies: HTML5, CSS3 | Supabase | Auth0