

Mihnea Ionita

Software Engineer

Brasov, Romania | Open to remote roles and B2B contracts

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Professional Summary

Software engineer with 8 years of experience across full-stack applications, backend services, internal platforms, and mobile products. Work includes TypeScript and Node.js backends, React and Svelte interfaces, payments, and databases. Long-term B2B contractor at eRepublik Labs, with independently published products. Comfortable tracing problems across services and taking features through testing and deployment.

Technical Skills

Languages: TypeScript, JavaScript, SQL, PHP, HTML, CSS/SCSS; C# in Unity workflows.

Frontend: React, Next.js, Svelte 5, Vue.js, AngularJS, Vite, Tailwind CSS.

Backend and data: Node.js, NestJS, Express, REST APIs, MySQL, PostgreSQL, Sequelize, Redis, BullMQ, MongoDB, Supabase, JWT authentication.

Cloud and integrations: Amazon Web Services (SES, S3), BigQuery, Stripe, PayPal, Firebase.

Quality and delivery: Playwright, Jest, unit/integration testing, GitHub Actions, Docker, Git, PM2.

Applied AI: Anthropic API, evaluation tooling, Claude Code, Codex, agent-based development workflows.

Professional Experience

eRepublik Labs

Software Engineer | B2B Contractor

September 2019 - Present | Remote, Romania

- Contribute across the War and Peace Svelte webshop, Node.js/NestJS services, and game backend, implementing product features and integrations within a multi-disciplinary team.
- Work on authentication, sessions, checkout, payment integrations, and event-driven storefronts, using MySQL/Sequelize, Redis, and BullMQ for data and background processing.
- Built an internal newsletter platform across a React/TypeScript admin interface and NestJS backend, with BigQuery audience workflows, Amazon SES delivery, and campaign reporting.
- Contributed to the initial implementation of AI-assisted support tooling with queued ticket processing, Anthropic API integration, human-reviewed drafts, and evaluation tests; rollout remains in development.
- Develop and modernize eRepublik features across PHP, MySQL, and JavaScript, including incremental AngularJS-to-Vue migration. Improved Grunt/Sass tooling, reducing local builds from 5-10 minutes to seconds.
- Work with Playwright end-to-end tests, Jest and integration tests, deployment workflows, and production troubleshooting; use the Unity/C# client to trace and port game behavior to the web.

Deal Your Crypto

Co-founder and Software Developer

December 2018 - September 2019 | Bucharest, Romania

- Built a marketplace with Node.js, Express, MongoDB, EJS, Docker, and Elasticsearch, covering accounts, search, messaging, notifications, and administration.

Bitcoin Romania

Web Developer Intern

September 2018 - December 2018 | Bucharest, Romania

Supported website development and maintenance within an international engineering team.

Selected Projects

Dialogo | Full-stack web application | 2025 - Present

Built a teletherapy platform with Next.js, React, TypeScript, Supabase/PostgreSQL, and Stripe. Implemented role-based access, scheduling, payments, video sessions, transactional email, and administration. [dialogo-sigma.vercel.app](#)

SoftGrove Games | Petalpop and Matchjong Gardens | 2026 - Present

Designed, developed, and published two iOS and Android puzzle games, owning gameplay, progression, in-app purchases, leaderboards, localization, store releases, and maintenance. [softgrovegames.com](#)

Education

Politehnica University of Bucharest | 2016 - 2019

Studies in Electronics, Telecommunications and Information Technology.