

Ioan-Horia Rotaru

Senior Software Engineer (Frontend-focused Fullstack) with 5+ years of experience building and scaling SaaS platforms. Strong expertise in TypeScript and React, with backend experience across Ruby, Node.js, and PHP. Proven track record of leading architectural migrations, improving system reliability, and delivering end-to-end features across frontend and API layers.

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WORK EXPERIENCE

Cronofy

Frontend Engineer (Senior-Level Responsibilities)

Jul 2023 - Present

- Led migration from JavaScript to TypeScript across the frontend codebase, significantly reducing runtime errors and improving maintainability
- Took full ownership of the public marketing website (cronofy.com), transforming a brittle implementation into a stable, production-safe system
- Re-architected GROQ query structures and CMS payload handling in Sanity, enabling scalable feature development and structured query generation
- Collaborated with backend engineers on API integrations and contributed to Ruby backend improvements where required
- Designed a reusable context store system and established architectural patterns for React Hooks usage across product areas
- Participated in engineering on-call rotation, investigating customer-reported issues and resolving high-priority production bugs

Staff Circle

Senior Web Developer

Jun 2022 - Jul 2023

- Directed re-architecture of the core product frontend, transitioning from Vue 2 to Vue 3 and JavaScript to TypeScript to improve scalability and developer experience
- Designed and implemented modular architecture with atomic design principles
- Authored internal component libraries used across multiple product areas
- Established coding standards, linting pipelines, and documentation to improve engineering consistency
- Mentored developers, conducted code reviews, and supported team capability growth within an agile environment

Made By Sauce

Web Developer

Apr 2021 - Jun 2022

- Developed large-scale web applications using Vue.js and Laravel for major insurance platforms
- Led small team of developers, managing task allocation and delivery estimates
- Introduced reusable component library patterns across projects
- Led company-wide adoption of Tailwind CSS, replacing legacy SCSS architecture
- Delivered configurable, polymorphic component systems supporting multiple design implementations

Oasis Studio

Web & R&D Developer

Mar 2020 - Apr 2021

- Designed and developed SaaS platforms for housing and education sectors
- Introduced Vue and Laravel as company-wide framework standards
- Led technical innovation initiatives, turning proof-of-concept ideas into production systems
- Mentored team members on modern frontend and backend frameworks

- Built custom canvas drawing library integrated into SaaS applications

Self Employed

Software Developer

Oct 2019 – Jun 2022

- Developed web applications and maintained client websites
- Contributed to Unity3D projects, including research-driven applications for University of York

12 Oaks Software

Unity Developer (Placement)

Apr 2019

- Refactored and improved Unity project codebase
- Implemented unit testing for gameplay systems
- Documented internal project architecture

SKILLS

TypeScript ●●●●●●

Node.js ●●●●●●

React ●●●●●●

API Design / REST ●●●●●●

System Architecture ●●●●●●

Ruby ●●●●●●

- JavaScript (ES6+)
- Vue.js (Vue 2 & 3)
- HTML5
- CSS3 / Tailwind CSS
- SCSS
- PHP
- GraphQL
- Vite
- Webpack
- Docker
- Git
- Jest / Vitest
- NPM / PNPM / Yarn
- PostgreSQL
- MySQL

EDUCATION

York St John University

BSc (Hons) Games Development - First Class

2017 – 2020