Eugeniu Marinescu

Frontend Architect | Staff Software Engineer | Senior Full-Stack Engineer | AI Engineering

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Summary

Over **15 years** of experience designing, building, and scaling web applications for high-traffic, consumer-facing products. Strong expertise across **frontend** and **backend** using **JavaScript/TypeScript** ecosystems, including **React**, **React Native**, **Node.js**, and modern API architectures. Deep experience working with large codebases, performance optimization, distributed systems, and **CI/CD** pipelines. Experience leading **AI-driven** engineering initiatives, including architecting **AI-powered** products and integrating **generative AI** into development workflows.

Core Skills

Frontend Engineering:
React, Next.js, React Native, Redux, Context API, TypeScript, JavaScript, HTML5, CSS3, Tailwind CSS, Styled Components

Backend & APIs:
Node.js, Express.js, GraphQL, REST APIs, WebSockets, RabbitMQ

Architecture & System Design:
Microservices, Microfrontends, Monorepos, Clean Architecture, Design Patterns

Databases & Storage:
PostgreSQL, MySQL, Redis

Testing & Quality Assurance:
Jest, Vitest, Testing Library, Playwright

DevOps & CI/CD:
Docker, GitHub Actions, GitLab CI, CI/CD Pipelines

Real-time & Media Systems:
WebRTC, RTMP, Streaming Systems, Event Processing Systems

AI Engineering & Generative AI:
LLM Integration, Prompt Engineering, AI Agents, Claude, GPT, AI-assisted Development, Self-hosted LLM systems

Experience

Senior Frontend Engineer
Spark Networks GmbH – Berlin, Germany
Dec 2025 – May 2026

- Led frontend architectural decisions, shaping scalable and maintainable system design.
- Built accessible, high-performance React applications focused on usability and long-term maintainability.
- Took ownership of multiple technical areas, applying best practices from prior large-scale systems experience.
- Improved frontend performance and reduced time-to-interaction through optimization of rendering and state management.
- Improved code stability, readability, and maintainability through incremental refactoring.
- Actively shared knowledge and contributed beyond assigned tasks, receiving strong managerial feedback.
- Drove adoption of Architecture Decision Records (ADRs), standardizing engineering practices across multiple teams and improving architectural consistency.
- Ran technical workshops on frontend architecture and best practices, sharing knowledge across engineering teams.

Senior Software Engineer
Byborg Enterprises S.A (Docler Holding) – Luxembourg City, Luxembourg
Jun 2016 – Dec 2025

- Led frontend architectural decisions, shaping scalable and maintainable system design.
- Built accessible, high-performance React applications focused on usability and long-term maintainability.
- Delivered core product features for a large-scale consumer platform with millions of monthly active users, focusing on scalability, performance, and end-to-end user experience.
- Worked full stack across frontend and backend, contributing to both UI development and API layers.
- Introduced and established unit testing practices, improving overall code quality and reliability.
- Led performance optimization initiatives, reducing First Contentful Paint (FCP) by ~1.2 seconds as measured via Lighthouse.
- Contributed to CI/CD improvements, increasing development efficiency and release stability.
- Contributed to monorepo migration and microfrontend architecture, enabling shared code and independent deployments.
- Conducted code reviews, mentored engineers, and participated in hiring and onboarding.
- Part of a team that achieved a record-breaking revenue milestone in 2017.

Senior Frontend Developer
Simpals SRL – Chisinau, Moldova
Jul 2014 – Jun 2016

- Developed high-traffic consumer websites, frequently switching between multiple active projects.
- Contributed extensively to 999.md, Moldova's largest online marketplace.
- Refactored and upgraded parts of the application to enhance maintainability and optimize performance.

Frontend Developer
Simpals SRL – Chisinau, Moldova
Feb 2012 – Aug 2014

- Developed and maintained Point.md, one of Moldova's most visited web portals.
- Built and maintained Map.md, an interactive online mapping service.
- Contributed to a centralized authentication system (Simpals ID), integrating third-party login providers and improving consistency across platforms.
- Designed and implemented custom data visualizations, including weather charts using mathematical algorithms.

Senior Flash Developer
Simpals SRL – Chisinau, Moldova
Feb 2011 – Mar 2013

- Built a Flash-based video player supporting on-demand and live streaming.
- Developed live-stream publishing tools and multi-file upload functionality.
- Implemented RTMP-based streaming and delivered a Java integration for Wowza Media Server under tight deadlines.

Flash Developer
Freelance
2007 – 2011

- Developed Flash-based applications and interactive media projects.
- Estimated project scope and timelines based on business requirements and designs.
- Gained early experience in task planning and collaborative development.

Teacher of Informatics
N. Sulac High School – Chisinau, Moldova
May 2009 – Mar 2011

- Delivered computer science and informatics curriculum to students.
- Planned and executed lessons, created educational materials, and assessed student progress.
- Developed strong communication, mentoring, and leadership skills.

Personal Engineering Projects

AI-Powered Content Generation Platform
Founder & Architect
2025 – Present

- Architected and developed a full-stack AI-driven platform for multimodal content generation (image, text, and voice).
- Designed a microservices-based backend using Node.js, Sequelize, and Redis for scalability and modularity.
- Built web and mobile clients using Next.js, Tailwind CSS, and React Native.
- Integrated self-hosted generative AI systems, including Stable Diffusion, Ollama, and Coqui (voice synthesis), eliminating reliance on third-party AI providers.
- Established a fully automated CI/CD workflow using Docker and GitLab CI/CD to streamline build, testing, and deployment processes.
- Focused on performance, system reliability, and maintainability across distributed components.

Education

Master's Degree in Informational Technologies
Tiraspol State University – Chisinau, Moldova
2009 – 2011

Bachelor's Degree in Physics and Computer Science
Tiraspol State University – Chisinau, Moldova
2005 – 2009

Certificate in C / C++
Intexnauca SRL – Chisinau, Moldova
2008 – 2009

Hackathons & Achievements

- Game of Code, Luxembourg, 2021 – 1st Place
- Game of Code, Luxembourg, 2018 – 3rd Place
- Game of Code, Luxembourg, 2017 – 2nd Place
- Startup Weekend, Moldova, 2013 – 3rd Place

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