



Voinea Radu-Mihai

Date Of Birth: 3rd of August 2004

Nationality: Romanian

Gender: Male

Address: Garbeasca 217, Starchiojd, Prahova, Romania

• Contact

- **Phone Number:** (+40) 72 782 102
- **Email addresses:**
 - contact@voinearadu.com
 - voinea.radu@lightdream.dev
 - radu.voinea.mihai@gmail.com
- **Websites:**
 - <https://voinearadu.com>
 - <https://lightdream.dev>
- **GitHub:** <https://github.com/L1ghtDream>
- **LinkedIn:** <https://www.linkedin.com/in/voinearadu/>
- **X.com (Formerly Twitter.com):** <https://x.com/L1ghtDream>
- **Discord:** _lightdream
- **Instagram:** <https://www.instagram.com/voinea.radu.38/>

• About me

I am a 19-year-old computer enthusiast who is pursuing a degree in Computer Science at the National University of Science and Technology Politehnica of Bucharest (UNSTPB), formerly known as the Politehnica University of Bucharest (UPB), in Romania. I have a background in Computer Science from my high school education at the "Colegiul National Nicolae Iorga" from Valenii de Munte, Romania. I am also part time employed as a Lead Java Developer and Manager for Minecraft Servers, and I enjoy developing games in Unity in my spare time.

• Experience

As a freelancer, I have participated in various projects that involved tasks from simple bug fixes to complex AI-powered path-finding algorithms. In addition, I have been hired for security fixes, system administration, and cloud management services.

Work attributions included:

- Java development with frameworks such as Spring, Fabric, Forge, Sponge, Spigot, JDA
- Design and maintain distributed load systems.
- Assemble and lead a small team of developers.
- Python automation scripts development
- C/C++ client development
- C# Game development
- SQL database relationships design
- MongoDB work experience, in maintaining a cluster and working on it using the Java driver.
- Linux system administration and security advisory
- Bash scripting and automation
- Nginx / Apache2 Web Server configuration
- Redis no-database configurations
- Cloud deployment and administration

- AI development in the field of probabilities and training
- Deploying and maintaining AWS and GCP cloud infrastructure
- CD/CI using GitHub workflows.
- A java Linux wrapper web application
- A java administrative panel web application
- Application management and administration
- Automated system to live sync player data across multiple instances of the same server.
- Automated deployment of new code commits.
- Reverse engineering obfuscated systems
- Security and protections assessments

I have worked on multiple Open-Source java libraries, as well as some personal projects.

- **ControlPanel:** This is a large-scale project that integrates multiple APIs. It uses Spring Boot as the main web framework. It functions as a Linux console wrapper, enabling the user to use any Java version installed on their local system. It ensures that all applications remain operational on Linux screens even if the panel crashes or becomes unresponsive due to a DDoS attack. The project enables the addition of multiple nodes to manage multiple machines simultaneously and creates SFTP tunnels separate from the main server. It allows the users to log in to the server and manage files for the desired server with their panel account and password. It also offers the option to enable Google 2FA for security purposes. The panel facilitates easy monitoring of resource consumption and allocation on an application-by-application basis.
 - **Redis Manager:** This is a tool that allows the creation of Redis events that trigger Redis pub-sub messages and provides a clean way to create and maintain the communication channel between two or more servers. It enables the creation of events that can be sent and received from one server to another.
 - **RoyalSecurity:** This is a project that aims to enhance the security of Minecraft servers by using the player's Discord account as a 2FA. The user can link their account and receive a notification whenever someone tries to access their account and they can accept or deny the connection request. The project is linked via an API interface with the TicketSystem Discord project that allows the user to create as many ticket types as they want and also allows the mods/admins to moderate the server with ticket transcripts for false ticket claims, ticket blacklist for abusive or spammy users, in-server banning option that allows the user to still be in the server and see certain channels as well as appeal their ban.
 - **FileManager:** This is a Java library that allows the saving and loading of Java objects in a JSON format, acting as a configuration helper that allows bare-bones applications to have easier access to POJO.
 - **CommandManager:** This is a Java library that enables the creation of cross-platform compatible commands for all its supported platforms, namely Fabric, Forge, Sponge, Paper, and Velocity. It achieves a better development experience for multi-platform projects by adapting and standardizing the creation of commands to a single format that can be used by all the platforms.
 - Numerous miscellaneous libraries such as **Logger**, **MessageBuilder**, **Lambda**, **JDAExtention**.
- I have also worked in a team to develop large-scal, Closed-Source, project such as:
- **Kingdoms Core:** A Multi-Server System for User Data Synchronization and Dynamic Scaling. This is a system that consists of four types of instances: Proxies, Spawns, Kingdoms, and Resource Worlds. The system's main objective is to synchronize user data across different servers, upon request, whenever a user logs in or transfers to another server. The system also aims to scale dynamically according to the demand, by adjusting the number of instances of each type. The system scales the proxies based on the total number of users and registers them to a load balancer that redirects the user to an appropriate proxy. The other types of servers are scaled based on the number of active users on each server type. The system is designed to be modular and extensible, allowing the loading and unloading of jars on the fly, and acting as a jar loader and a dependency injector for the loaded jars.

• Education and training

- **Computer Science. Information and Technology Engineering Bachelor's Degree**
National University of Science and Technology Politehnica of Bucharest (UNSTPB)
SEP 2023 – Present

- **Programming & Data Structures Bachelor's Degree**
New York University (NYU)
JAN 2021 – JAN 2022
Certificate: <https://credentials.edx.org/credentials/95d403a687db40beaefccf8a0b771320/>
- **CS50x Professional Certificate**
Harvard University
SEP 2020 – MAR 2021
Certificate: <https://certificates.cs50.io/04acc3d1-53ea-4395-b8f2-6f1f67a9f720.pdf>
- **CS50 AI Professional Certificate**
Harvard University
OCT 2020 – APR 2021
Certificate: <https://certificates.cs50.io/5cfddddf-bcd7-485c-8c5d-0c288d1fc5d1.pdf>
- **CS50 Web Professional Certificate**
Harvard University
JUL 2021 – FEB 2022
Certificate: <https://certificates.cs50.io/7aad2d8-d067-467a-af3f-52e0a7803a01.pdf>
- **CS50 Web Professional Certificate**
Harvard University
JUL 2021 – FEB 2022
Certificate: <https://certificates.cs50.io/7aad2d8-d067-467a-af3f-52e0a7803a01.pdf>
- **Computer Science. Information and Technology Engineering**
Colegiul National “Nicolae Iorga”
SEP 2019 – JUN 2023

- **Education and training**

Native language: **ROMANIAN**

Other languages:

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken	Spoken	
ENGLISH	B2	B2	B2	B2	B2
FRENCH	A1	A1	A1	A1	A1