

Minurland Constantin Dantis

Full-Stack Developer | React · Next.js · TypeScript · Node.js · PostgreSQL

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PROFESSIONAL SUMMARY

Full-stack developer with 8+ years of overall software development experience, including 2+ years focused on modern web and SaaS platform development with React, Next.js, TypeScript, Node.js, Prisma, PostgreSQL, Tailwind CSS, Stripe integrations, and server-side business logic. Earlier background includes Unity, Godot, WebGL, C#, blockchain/Web3 integrations, and complex state-driven software systems. Also experienced with WordPress, Elementor, PHP, HTML, CSS, responsive implementation, and freelance/client-facing business website delivery.

TECHNICAL SKILLS

Core Web Stack: React, Next.js App Router, TypeScript, JavaScript, Node.js, Tailwind CSS, HTML5, CSS3

Backend / APIs / SaaS: server-side business logic, API route handlers, REST-style APIs, authentication flows, admin workflows, booking flows, lifecycle/state modeling, webhook integrations

Database / Data Modeling: PostgreSQL, Prisma, relational schema design, migrations, status models, audit/evidence data, validation helpers

Payments / Integrations: Stripe Checkout, Stripe subscriptions, Stripe webhooks, Didit KYC, SMSAPI phone verification, Cloudflare R2 storage

Testing: project-level Vitest unit tests, Playwright browser/E2E checks, strict TypeScript, Git/GitHub workflows

CMS / WordPress: WordPress, Elementor, PHP, responsive pages, reusable sections, custom layout fixes, content updates

Game / WebGL / Blockchain Background: Unity, Godot, C#, WebGL, Solidity, Hardhat, EVM smart contracts

SELECTED PROJECT

SPOT - SaaS Container Rental Platform

Next.js App Router | React | TypeScript | Node.js | Prisma | PostgreSQL | Tailwind CSS | Stripe

- Built a production-oriented SaaS container rental platform using Next.js App Router, React, TypeScript, Tailwind CSS, Prisma, PostgreSQL, and Node.js route handlers.
- Implemented booking and rental policy logic: draft bookings, checkout states, start-date validation, 30-day rental blocks, today-to-+7-day booking window, renewals, cancellation timing, and move-out windows.
- Integrated Stripe Checkout, subscriptions, and Stripe webhooks for billing-period synchronization, initial payment success, payment failure handling, 72-hour grace periods, and access suspension rules.
- Connected access eligibility across Didit KYC, SMSAPI phone verification, contract acceptance, payment status, rental start date, and container PIN/access-sharing logic.
- Built protected admin workflows for locations, containers, categories, pricing/plans, bookings, contracts, customers, staff, users, and operational actions.
- Implemented contract evidence workflows including versioned contract acceptance, evidence package data, signed contract PDF generation/storage, and R2-backed signature storage.
- Kept the codebase maintainable with centralized policy helpers, reusable UI components, i18n message files, API route handlers, validation helpers, and project-level Vitest/Playwright coverage.

PROFESSIONAL EXPERIENCE

Software Developer / Full-Stack Web Developer - Pixelwarp Studios

January 2019 - May 2026 | Remote

- Final 2+ year web/full-stack focus: built and maintained web applications using Next.js, React, TypeScript, Node.js route handlers, Prisma, PostgreSQL, Tailwind CSS, API integrations, authentication flows, and admin-facing workflows.
- Implemented backend/API/data workflows for customer-facing and admin features, including forms, validation, auth-dependent states, database operations, and webhook-style integrations.
- Delivered WordPress and Elementor business websites from provided designs and specifications, including responsive pages, reusable sections, content updates, and safe production changes.
- Applied custom PHP, HTML, and CSS to extend WordPress functionality, fix layouts, resolve styling issues, and support client website maintenance.
- Earlier software/game systems work: developed Unity and Godot projects for mobile, PC, and WebGL, including gameplay systems, progression logic, slot mechanics, and reusable C# architectures.
- Built and debugged complex state-driven systems involving real-time client behavior, deterministic simulations, long-running validation workflows, and production-facing edge cases.
- Implemented blockchain/Web3 features including Solidity smart contracts, EVM interactions, and Unity WebGL client integrations.

Unity Developer - Web3 Integration - MIND Games

June 2021 - June 2023 | Bucharest, Romania

- Developed Unity gameplay systems connected to blockchain infrastructure and smart-contract logic.
- Integrated NFT asset interactions and on-chain mechanics into client-facing game features.
- Built interfaces allowing players to interact with blockchain-backed assets through the game client.

Unity Developer - Qualitest

April 2019 - April 2020 | Bucharest, Romania

- Developed gameplay features, maintained Unity builds, and supported live software/game production workflows.
- Worked on bug fixing, feature implementation, testing support, and stability improvements.

Early Career - Game Development Roles (Electronic Arts, Newrosoft R&D, Big Blue Studios)

January 2016 - December 2018 | Bucharest, Romania

- Worked across QA testing, level design, and Unity development roles in professional game production environments.
- Supported gameplay scripting, prototype development, testing workflows, and production pipeline tasks.

EDUCATION

Bachelor's Degree - Marketing

Universitatea Romano-Americana din Bucuresti | 2016 - 2020