





MIHAI POPA

Frontend Engineer | React, TypeScript |
Large-Scale Apps & Streaming Platforms

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 Sanpetru, Brasov

SKILLS

Frontend Engineering

React, TypeScript, JavaScript (ES6+),
Redux, Redux Toolkit, LightningJS,
Angular, RxJS, HTML5, SCSS

Streaming & Smart TV

Live & VOD Streaming, DASH
playback, DRM integration, Smart TV
(Samsung Tizen, LG webOS), Video
analytics (NPAW Youbora), Error
monitoring (Sentry)

Tooling & Workflow

SonarQube, Git, GitLab, JIRA,
Confluence, AI-assisted development
tools (GitHub Copilot, ChatGPT)

Backend & Systems Foundations

C, C++, C#, SQL (MySQL, Oracle),
System architecture fundamentals

CERTIFICATION

Certified SAlFe® 5 Practitioner

2021

ABOUT ME

Software engineer with 9 years of experience building desktop and web applications, including over 6 years focused on frontend development with React and TypeScript.

Experienced in live and VOD streaming platforms, performance optimization, and state management in large-scale applications.

Strong focus on writing clean, maintainable code and delivering stable user experiences, particularly in performance-constrained environments such as Smart TVs.

Reliable team player with a practical mindset and solid system foundations gained from earlier work with C++, C#, and relational databases.

WORK EXPERIENCE

02 / 2020 - 02 / 2026

3 SCREEN SOLUTIONS - Brasov, Romania

Frontend Engineer (Smart TV & Streaming)

Developing and maintaining Smart TV streaming applications for 4 international clients, delivering linear and Video-On-Demand services on Samsung (Tizen) and LG (webOS) platforms.

Key Contributions:

- Built high-performance TV applications using React, TypeScript, Redux Toolkit, and later LightningJS (WebGL-based framework) to improve rendering efficiency and UI responsiveness.
- Implemented live and VOD streaming features, integrating players such as Castlabs PrestoPlay and DASH-based players, including DRM-protected playback flows.
- Optimized application performance for low-powered Smart TV hardware, focusing on memory management, render cycles, startup time, and smooth navigation.
- Integrated monitoring and analytics tools including Sentry (error tracking) and NPAW Youbora (video analytics) to improve playback reliability and reduce production issues.
- Ensured code quality and maintainability using SonarQube and peer review practices.
- Worked in Agile teams using GitLab, JIRA, Confluence, collaborating closely with backend, QA and product teams.
- Delivered stable production applications used by large user bases in streaming environments.

EDUCATION

Bachelor of Science
Applied Electronics

Transilvania University
Brasov, 2012 - 2016

Certificate of Higher Education,
Informatics

National College "Grigore Moisil"
Brasov, 2008 - 2012

INTERESTS

Gaming & board games, hiking and travel, photography, fitness, reading, and personal growth.

VOLUNTEER EXPERIENCE

Vice President – Leo Club “Corona”

Co-organized community and social impact events within Lions Clubs International’s youth network, strengthening leadership and coordination skills.

Brasov, 2015 – 2018

03 / 2019 - 02 / 2020

Rubico - Brasov, Romania

Web Software Engineer

Contributed to the development of a web-based application for planning and managing network information systems for water, gas, and district heating utilities. The project focused on modernizing and transitioning a legacy C++ desktop solution into a scalable web platform.

Key Contributions:

- Participated in the migration of a complex C++ desktop system to a web-based architecture.
- Developed frontend features using Angular, TypeScript, Redux, and RxJS.
- Built interactive data-driven UI components for visualization and manipulation of infrastructure data.
- Collaborated with designers using Adobe XD to implement consistent user interfaces.
- Worked in Agile environment using Git (Bitbucket) and JIRA.

03 / 2017 - 03 / 2019

Rubico - Brasov, Romania

Junior Software Engineer

Developed and maintained a desktop application used for managing network information systems in utility infrastructure (water, gas, district heating).

Key Contributions:

- Implemented features and maintained core functionality using C, C++, and C#.
- Worked with relational databases (MySQL, Oracle) for data storage and retrieval.
- Contributed to performance improvements and bug fixing in a large legacy codebase.
- Used Visual Studio for development and version control; TestTrack for issue tracking.
- Gradually transitioned into web technologies, beginning work with JavaScript, HTML, CSS, and Angular 2+.

07 / 2015

eASIC Corporation- Brasov, Romania

Intern

Completed a short-term internship focused on digital electronics and hardware simulation.

Key Contributions:

- Solved digital logic and electronics problems.
- Implemented and simulated hardware logic using Verilog HDL in ModelSIM.
- Deployed and tested designs on FPGA hardware.

06 / 2014 - 09/2014

Télécom SudParis - Paris area, France

Summer Intern

Participated in a research-oriented internship focused on augmented reality technologies.

Key Contributions:

- Researched and documented Augmented Reality frameworks and tools.
- Contributed to the development of an experimental AR platform.
- Tested and evaluated different AR toolchains.
- Implemented a compression and decompression algorithm using Point Cloud Library (PCL).