

Stefan Botnari

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Fullstack developer (React, Next.js, TypeScript, Node, PostgreSQL) with production experience shipping client projects end-to-end — from database schema to deployed UI. Currently completing Applied Computer Science at Thomas More (2027) with a focus on real-world client work in Scrum teams.

EDUCATION

Applied Computer Science / 2027
Thomas More University, Belgium

Started with the standard curriculum covering the fundamentals I'd already been building on my own (frontend, backend, databases, version control, networking, devops), then got selected for the program's client-facing track where students work on real projects for real clients. That track sharpened the softer side of the job as much as the technical one: scoping work with non-technical stakeholders, handling client feedback, presenting progress, working in Scrum teams, and writing clear documentation others can actually follow.

Selected projects:

- **RuiterhalRavels booking platform.** Replaced a €250/month Squarespace site with a custom platform running at ~€15/month. Built a 3D booking interface where trainers view two separate arenas in real time and book lessons with automatic conflict detection. Admin tools handle event hosting, client management, and automated notifications, no more manual calls for cancellations or reschedules. Built a credit refund system for handling booking changes. Handled edge cases like shared slots and instructor overlaps that the old system missed constantly. Added animated 3D features to make the booking experience more engaging.
- **[Voices That Count Chrome extension](#).** Built a browser extension that captures CSV data from the Network tab and filters it via a two-stage AI pipeline for analyzing demographic data. First stage reads headers and potential values to build optimized filters, second stage applies them and analyzes the result. Reduced token usage from ~4 million to ~10,000 per query through aggressive prompt optimization. Stateless backend on Railway: no database, API keys hidden server-side, plus an admin dashboard for usage and cost tracking.

- **I'm In Tales.** Tauri and React app paired with NFC hardware, built with MOBILAB. Interactive storytelling tied to physical objects.
- **[XR SwitchCar.](#)** Solo Unity MR (Mixed Reality) project, a driving game designed for children with motor disabilities.

WORK EXPERIENCE

*Frontend Developer Internship / Zota.Team, Chişinău, Moldova
07/2024 - 10/2024*

Built the vehicle display pages for BYD Moldova's showroom site, the country's largest EV dealer launched that year. Translated Figma designs into responsive, on-brand pages in WordPress/Elementor across the full 8-model lineup. The site went live on schedule and is still active.

*Frontend Developer & Computer Admin / Airport Handling, Chişinău, Moldova
06/2025 - 09/2025*

- **Dashboard:** Built an internal tool that consolidated 50+ operational manuals and procedures into a single searchable interface. Logistics staff stopped digging through scattered files and shared drives — everything was one search away.
- **IT Operations:** Managed hardware lifecycle and troubleshooting across the office, eliminating external IT contractor costs for routine issues.

VOLUNTEER EXPERIENCE

*Logistics Manager / Centrul de voluntariat Chişinău, Chişinău, Moldova
2022 - 2023*

Started as a volunteer organizing youth events and supporting charity initiatives, and stayed long enough to move into a senior role with real responsibility for planning, coordination, and mentoring newer volunteers. In the first days of the war in Ukraine, worked on the ground at a refugee shelter helping with intake and day-to-day operations during a period when things were changing by the hour.

TECHNICAL SKILLS

Frontend: React, Next.js, TypeScript, Three.js

Backend: Node.js, Express, Laravel

Database: PostgreSQL, Prisma

Tools: Git, Docker, Linux