



# Stefan Botnari

**Date of birth:** 26/07/2005 | **Nationality:** Moldovan | **Gender:** Male | **Phone:** (+373) 68111232 (Mobile), (+32) 495779881 (Alternative) | **Email address:** stefan@botnaricreative.com | **Website:** <https://botnaricreative.com> | **LinkedIn:** Stefan Botnari | **Address:** George Meniuc 38, Chisinau, Moldova (Home)

## ● ABOUT MYSELF

**Full-stack developer** who takes a project from a vague client conversation to a **deployed, working product**, owning the whole thing across the stack. I'm comfortable scoping with non-technical people, building it, shipping it, and standing behind it, both solo and inside **Scrum teams**. Currently finishing **Applied Computer Science at Thomas More** while running my own studio.

## ● WORK EXPERIENCE

13/10/2024 - CURRENT - CHISINAU, MOLDOVA

### **FOUNDER & FULL-STACK DEVELOPER** BOTNARICREATIVE

Independent development studio. I run each engagement end to end, from client conversation to deployment.

- Shipped **Ruiterhal Ravels**, a 3D booking platform **live in production**, cutting client hosting from **250 to ~15 euro/month**
- Built the **Voices That Count Chrome extension** and **cut its running cost ~400x** through prompt optimisation.
- Handle **scoping, full-stack build, and deployment** myself (VPS, Docker, Nginx, Railway).

**Website:** <https://botnaricreative.com>

07/06/2025 - 13/09/2025 - CHISINAU, MOLDOVA

### **FRONTEND DEVELOPER & IT ADMIN** AIRPORT HANDLING

- Built an **internal dashboard** consolidating **50+ manuals** into one searchable interface.
- Took over routine IT and hardware, **removing external contractor costs**.

**Website:** <http://www.handling.md/>

12/06/2024 - 16/10/2024 - CHISINAU, MOLDOVA

### **FRONTEND DEVELOPER** INTERNZOTARIS

- Worked to a **hard launch date** on **BYD Moldova's** showroom site, the country's largest EV dealer.
- Translated Figma into responsive pages across the **full 8-model lineup** and **delivered on schedule**.

**Website:** <https://zotaris.com/>

## ● EDUCATION & TRAINING

01/09/2024 - 31/05/2027 - GEEL, BELGIUM

### **BACHELORS IN APPLIED COMPUTER SCIENCE-** THOMAS MORE UNIVERSITY

**Level in EQF:** 6

01/09/2020 - 31/05/2024 - CHISINAU, MOLDOVA

### **CAMBRIDGE A-LEVEL MATHEMATICS PHYSICS & COMPUTER SCIENCE-** HERITAGE INTERNATIONAL SCHOOL

**Final grade:** Computer Science - B Physics - C Mathematics - C | **Level in EQF:** 4

## ● VOLUNTEERING

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01/09/2022 - 01/08/2023 Chisinau, Moldova

**Logistics Manager - Centrul de Voluntariat Chişinău** Started as a volunteer running youth events and charity initiatives, and earned my way into a **senior coordination role**: planning logistics, organising people, and mentoring newer volunteers. In the first days of the war in Ukraine, I **worked on the ground at a refugee shelter** handling intake and daily operations while the situation changed by the hour. It's the clearest proof I have that **I stay useful when things are chaotic** and the plan keeps moving

## ● SKILLS

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### Frontend

React | Next.js | Typescript | Three.js | React Three Fiber

### Backend

Node.js | PostgreSQL | .NET | Prisma ORM

### DevOps and tooling

VPS Deployment | Docker | Linux | Nginx | Git

### Project Management

Scrum | Waterfall | Jira

## ● LANGUAGE SKILLS

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Mother tongue(s): **ROMANIAN**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2
RUSSIAN	B1	B1	B1	B1	A2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

## ● PROJECTS

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**Ruiterhal Ravels - 3D Booking Platform** Full-stack web app replacing a 250 euro/month site with a custom one running closer to 15. **Real-time view of two separate arenas, automatic booking conflict detection**, a credit refund system for changes, and admin tools for event hosting and client management.

**Voices That Count - Chrome Extension** Captures CSV from the network tab and filters it through a **two-stage AI pipeline**. **Cut token usage from ~4 million to ~10,000 per query**.

**XR SwitchCar - Unity Mixed Reality Game** MR driving game built with MOBILAB / Thomas More to develop **motor skills in children with motor disabilities**.

**WhisperTag** A rework of **I'M IN TALES**, an **Erasmus+ funded** inclusive-storytelling project. Built with MOBILAB to **develop motor capabilities in disabled children** through NFC-linked physical objects.