Cristian Prunaru

Software Developer

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PROFILE

Software developer who builds reliable backends, automates workflows and designs systems from the source code down to the hardware. I prefer deep technical clarity over surface-level fixes, and I like shipping tools that are dependable and pleasant to use. Open to freelance projects and full-time roles.

SELECTED PROJECTS

FreightBot — Chrome extension · .NET · Cloudflare R2

- Automates freight searches and offer submissions for dispatchers across several marketplaces and tabs at once, with rule-based price calculation.
- Resilient scraping against varied page structures and anti-bot measures; extension and .NET mail client update themselves from Cloudflare R2.
- Tested by multiple dispatchers in production; saves hours of manual work every week.

License Manager — Vue · Cloudflare Workers · D1

- Serverless license-key platform with admin and user dashboards and a validation API for third-party software.
- Hashed and salted credentials, audit logging with IP tracking, stateless edge backend.

PennyPincher — Vue · Electron · Node.js · Puppeteer · SQLite · WPF

- Desktop price tracker: parallel Puppeteer scrapers, SQLite storage, native and Telegram alerts, UI also reachable from a phone on the local network.
- Designed and built end to end; tracks dozens of products daily and is used by friends.

Unity Actor Framework — C# · Unity

- Unreal-inspired actor and subsystem layer for Unity, with cached components, multi-tagging and pooling.
- Benchmarked up to 5.7x faster component lookups and about 3x faster tag checks than Unity defaults, with no GC allocations in combat tests.

INI Master — C# · .NET Standard 2.1 · Unity

- Fast, reflection-free (IL2CPP-safe) INI parser with comment preservation and collection support.

Kebab it Up! — Unity · Steam

- Co-developed and published a game on Steam. Built the level editor and Steam Workshop integration alongside programming and level design.

SKILLS

Languages	C, C++, C#, JavaScript / TypeScript, SQL
Backend	Node.js, REST APIs, Cloudflare Workers, D1, SQLite, .NET
Frontend	Vue, Nuxt, Angular, Electron
Infrastructure	Docker, self-hosting, reverse proxies, backups, monitoring
Other	Git, Unity, Unreal Engine, Blender, web scraping and browser automation

HOMELAB

Run 18 self-hosted services at home, including identity and SSO (authentik), password management, intrusion prevention (CrowdSec), DNS filtering, Home Assistant, n8n workflows, Forgejo, encrypted backups and server monitoring. Also exploring microcontrollers and custom sensors for smart-home automation.