



DRAGOS BACI

SOFTWARE ENGINEER

PROFILE

Software Engineer with a **strong frontend foundation** and growing **full-stack impact**, experienced in building and scaling **production-grade video and streaming platforms** with **React and TypeScript**. Core contributor on a **Monetization team**, delivering complex **business logic, algorithms, and third-party integrations**, while **mentoring engineers, onboarding new team members**, and driving internal **technical knowledge sharing** to continuously improve **developer experience and codebase quality**.

WORK EXPERIENCE

Caseware 04/2026 – Present

Software Engineer

- Joined **Caseware**, a global cloud platform used by accounting and audit firms to manage **financial reporting, audit, and compliance workflows**, as a **Software Engineer on the Financials squad**.
- Contribute to the product's emerging **AI architecture**, integrating **Primers and Claude Skills** to bring context-aware intelligence directly into the platform, reflecting Caseware's direction as an **AI-first company** focused on utilizing AI at its best capacity across the product.
- Build and maintain **frontend logic and UI** using **Angular**, working within a **manifest-driven architecture** that powers configurable, standards-aligned financial reporting workflows across the platform.
- Implement and optimize **caching strategies** to improve performance and responsiveness across large, data-intensive financial engagement files.
- Own and improve **CI/CD pipelines and GitHub Actions workflows**, streamlining build, test, and deployment processes to increase release reliability and delivery speed for the squad.
- Collaborate closely with backend and QA engineers in an **Agile** environment to ship reliable, standards-driven features that support **financial statement preparation and review**.

JWX Connatix 09/2024 – 04/2026

Software Engineer

- Build and improve complex **business logic, algorithms, and third-party integrations** as a **core contributor on the Monetization team**, delivering reliable, revenue-critical features for a **production-scale video platform**.
- Work alongside the **Frontend Architect** to design and improve **developer experience** across the codebase, driving conventions, tooling, and architectural improvements that increase **maintainability** and delivery speed.
- **Mentor** interns and junior engineers through code reviews, technical guidance, and pairing, and **onboard** new team members to help them ramp up quickly and contribute with confidence.
- Perform **data analysis using ELK and Tableau** to monitor platform behavior, validate business logic, and support **data-driven decisions**.

CONTACT

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SKILLS

- TypeScript
- React
- React Native
- .NET
- C#
- Redux
- GraphQL
- Testing
- Performance Optimization
- Git
- Agile/Scrum
- Docker
- Kubernetes
- AWS
- ELK
- Tableau

LANGUAGES

- Romanian (Native)
- English (Fluent)

- Improve **code quality, testing, and maintainability** by proposing and driving technical improvement tickets, raising test coverage, and reducing regressions across high-impact modules.
- Took on **team-lead responsibilities** and delivered **technical presentations**, coordinating work, reviewing code, and sharing knowledge across the team.

3 Screen Solutions 09/2022 – 08/2024

Software Engineer

- Built and maintained frontend features for **Toggo, a Netflix-style video streaming platform**, using **React, TypeScript, JavaScript, and Redux**, delivering responsive, high-performance interfaces for content browsing, playback, and discovery.
- Designed **reusable streaming UI component systems** — content rails, carousels, video player controls, watchlists, and search — with **React hooks and Redux state management**, improving consistency, maintainability, and rendering performance.
- Integrated the frontend with **backend and video-delivery APIs**, implementing robust **data fetching, caching, error handling, and loading states** to reliably serve large, frequently updated content catalogs.
- Optimized **playback and page performance** through code splitting, lazy loading, memoization, and reduced re-renders, improving load times and smoothness across complex streaming views.
- Collaborated in an **Agile/Scrum environment**, translating product requirements into sprint deliverables and shipping features across all stages of the development lifecycle.

EDUCATION

Bachelor of Engineering (BE) – Systems Engineering and Applied Informatics

2020 – 2024

Technical University of Cluj-Napoca