Ionut Mocanu

Software Developer — Unity, Flutter, AI coding agents

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PROFILE

Unity and Flutter developer. For ten years I've kept one strategy MMO codebase live as several games, with monthly releases on iOS and Android, after moving up from QA. I also build developer tools for AI coding agents and use them to ship my own apps. Open to roles in games, mobile and AI.

EXPERIENCE

Unity Developer, eRepublik Labs · Bucharest — Mar 2016 — Present

- Develop the studio's shared strategy MMO codebase, reskinned into several real-time multiplayer titles on iOS and Android: **War and Peace: Civil War** (main title, live since 2017), **World at War: WW2** (14M+ downloads on Google Play) and **Age of Lords**.
- Build gameplay systems end to end in a team of 3–5 developers, including naval battles and AI commanders.
- Ship monthly releases to a live player base without disrupting active games, through the TeamCity build and release pipeline I maintain. Also work on the games' web tools in Svelte. Unity · C# · iOS · Android · TeamCity · Svelte

QA Engineer, eRepublik Labs · Bucharest — Nov 2012 — Mar 2016

- Testing and release verification on the studio's mobile titles, before moving into the development team.

Flutter Developer, Freelance · Remote, alongside eRepublik — 2019 — Present

- **ApoGuide** (gedisa mbH, Germany): pharmacy app for the German market. Owned the Maps integration and pharmacy search, built with Clean Architecture and Riverpod. Google Play
- **Morning Chalk Up** (CrossFit publication, US): pitched the app to the publication and built it for iOS and Android as the only developer: article feed, event schedules with live CrossFit Games leaderboards, athlete directory and video.
- **Tutoriuss**: a library of step-by-step photo and video guides, on a full Firebase backend. App Store

PROJECTS

My own apps and tools, built with AI coding agents (Claude Code, Codex).

- **ws**: command-line tool that gives Claude Code and Codex one shared workspace (rules, memory, handoffs), so work moves between them without starting over. Rust · GitHub
- **Keystone**: iPhone project tracker that hands coding tasks to an AI agent on the Mac. A menu-bar bridge runs each task on its own branch and opens a pull request to review from the phone. SwiftUI · CloudKit · Node.js · Cloudflare Workers · App Store
- **Cyclorama**: indoor cycling companion: pick a historical era and its timeline moves forward with every kilometre ridden. Reads smart trainers and sensors over Bluetooth LE. Flutter · Riverpod · Bluetooth LE · App Store
- **Fit Royale**: step, calorie and weight battles between friends, scored from Apple Health and Health Connect. iOS and Android, in TestFlight. Flutter · Riverpod · Firebase · RevenueCat · fit-royale.com
- **Lilo**: baby food and care log shared by two parents, offline-first and synced through CloudKit with no server. SwiftUI · SwiftData · CloudKit · Foundation Models · App Store

SKILLS

Programming	C# · Dart · JavaScript · Python · SQL
Games	Unity · real-time multiplayer · gameplay systems · game AI · live-ops on free-to-play titles
Mobile	Flutter · Riverpod · Clean Architecture & SOLID · Firebase · Supabase · Mocktail
AI tooling	Claude Code · Codex · agent-to-agent collaboration over Slack · agents running tests on real devices · Apple Foundation Models (on-device LLM)
Web & infra	.NET Web API · Svelte · REST · Docker · SQLite · Cloudflare · TeamCity CI/CD · Git

EDUCATION

2017 — 2020	Bachelor's degree, Information Systems Management, Spiru Haret University, Bucharest
2008 — 2012	Electronics and Information Technology, Politehnica University of Bucharest (studies, no degree)

LANGUAGES

Romanian (native) · English (professional working proficiency) · Spanish (conversational)