

Radu Sadovei

Senior Frontend Developer · React · Next.js · React Native · TypeScript

Bucharest, Romania · Remote (EU/UK time zones) · B2B via own company
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SUMMARY

Senior Frontend Developer with 7+ years of React and 8+ years of software engineering, building fast, accessible, high-traffic products for global brands: LEGO campaigns for Disney, Marvel and Star Wars in 73 markets, a real-time communication product for airline operations at SITA, an enterprise risk platform at RBC Capital Markets, and live graphics for esports championships watched by 2.7M+ concurrent viewers, including the Sports Emmy-winning The International 10.

Strong in Next.js, React Three Fiber, accessibility (WCAG 2.2 AA), real-time systems and data-heavy UIs, with hands-on Node.js and an AI-assisted workflow (Claude Code, MCP). Re-engaged by LEGO without a re-interview; SITA extended a 4-month engagement after the MVP's success.

Available for remote B2B contracts. On-site visits on request.

73 markets

kids.lego.com, 30 languages incl. RTL

Millions

of visitors to LEGO Hero Stories in two months

65+ airlines

on SITA Mission Watch: core features and chat add-on

2.7M+

peak concurrent viewers, live esports broadcasts

Sports Emmy

The International 10 broadcast (2022)

EXPERIENCE

Independent Senior Frontend Contractor · Sadovei Software Company

2022 – Present

Remote B2B engagements for global enterprise clients

The LEGO Group · Senior React/Next.js Developer · two engagements, re-engaged without re-interview

kids.lego.com: Next.js platform live in 73 markets and 30 languages (incl. RTL) · team of 11 developers and 10 designers

- Delivered 7+ global campaigns (Disney, Marvel, Star Wars, Ninjago, Friends, City, F1, World Cup) for tens of millions of visitors, as feature owner, code reviewer and mentor.
- Single-handedly built the **Hero Stories** campaign page, the first implementation of a new 3D navigation concept: **millions of visitors in its first two months**. LEGO then promoted it in its stores, online and on the giant cube at LEGO HQ in Billund.
- Built 3D experiences in **React Three Fiber** (incl. a 3-level hidden-object game on GLB scenes) and optimized them for low-end phones: GLB pipeline (GPU instancing, KTX2, meshopt), device-based quality tiers and lazy-loaded scenes.
- Built a 360° vehicle viewer (72-frame image sequences) with staged, prioritized and cancellable loading, so the page no longer downloads hundreds of images upfront or competes with the hero video for LCP.
- Key contributor to **WCAG 2.2 AA** compliance (EU Accessibility Act): resolved all automated-audit findings, made 3D scenes keyboard- and screen-reader-accessible, built a CMS contrast checker for editors.
- Built an automated ContentStack cleanup tool that removed **thousands of unused assets**, avoiding a CMS plan upgrade and reducing licensing risk with brand partners.
- Built an **AI-assisted engineering workflow with Claude Code** (6 specialized sub-agents; MCP for Figma, Jira, GitHub, Playwright and a read-only CMS), used e.g. to root-cause a Safari-only rendering bug.
- LEGO Family Hub: built a configurable family party game in React/Next.js (20+ round types, timed building challenges, scoring), animated with Canvas and Framer Motion.

SITA · Senior Web Engineer · Aviation

Mission Watch: flight-tracking and dispatch platform used by 65+ airlines and 3,500+ dispatchers

- Architected and delivered in **3 months**, in a 3-person team, the MVP of a real-time communication app for airline operations teams: chat plus WebRTC audio/video calls on Matrix (self-hosted Synapse), built in React Native and demoed to the pilot airline's leadership.
- The MVP's success turned a 4-month engagement into a long-term one: rebuilt it as an Angular PWA and integrated it into Mission Watch, where it is now **sold to airlines as a paid feature**.
- Integrated chat into the flight map (a flight opens its conversation; alerts post automatic messages) and built an offline send queue that preserves message order on unstable airport networks.
- Built core Mission Watch features in a 20+ person team: a virtualized flight weather table, flight replay on the map (position, trajectory, fuel) and diversion management.

- Replaced dev-QA ticket ping-pong with 5–10 minute review calls and enforced a **95% Jest coverage gate** on every PR, backed by AI-assisted Playwright tests; sprint throughput rose by **up to 15–20%**.

RBC Capital Markets · Senior React Developer · Investment banking

RiskHub: RBC Capital Markets' internal enterprise risk platform

- Built a **headless Node.js service (Puppeteer)** that runs the application server-side and replays each broker's configured interaction to send scheduled email reports: a 4–5 minute manual task, done daily by dozens of brokers, became a single click.
- **Halved** the steps in a key configuration workflow (4–6 clicks, each with a loading wait) by persisting UI state and removing redundant steps.
- Kept dashboards responsive with dozens of AG Grid tables and Plotly charts open at once, some streaming live data, using RxJS / redux-observable and targeted memoization.
- Grew from bug fixing to owning a platform area and its roadmap with business stakeholders.

React Developer → Senior React Developer · PGL Esports

2020 – 2022 · Bucharest

Broadcast engineering team of 14–15 (designers, QA, developers, DevOps)

- Took over a business-critical live-graphics project after its only React developer left, rewrote it from class components to hooks while shipping features, then led React across all PGL projects.
- Built a boilerplate used by all 8+ later projects, cutting delivery of a graphics package **from 2–3 days to under 1 day**, and an Electron one-click installer for the full production environment.
- Optimized graphics assets for vMix, eliminating real-time lag on live broadcasts and unlocking features previously blocked by performance limits.
- Built and operated complete live-graphics packages (real-time in-game overlays, brackets, statistics, schedules) for **10+ global championships**, incl. The International 2021 and 2022, PGL Majors Stockholm, Antwerp and Arlington, ALGS 2022 Championship, Brawl Stars World Finals and FIFA Global Series.
- Built the multi-view live feature and ran on-air graphics as live broadcast technical engineer, for broadcasts peaking at **2.7M+ concurrent viewers**.

React Developer · ZentaHub

2019 – 2020 · Iași

Product startup, team of 8

- Built 3 React Native apps, incl. the EU-funded flagship Spot the Fake Online (AI detects counterfeit products from a photo) and 4Body, a subscription fitness and nutrition app.
- Built company websites from scratch on WordPress with custom React UI, PHP and MySQL.

Software Developer (C++) · Expleo

2018 – 2019

- Developed C++ features for in-vehicle infotainment systems for BMW, Renault and Porsche: telephony, navigation route display and vehicle settings controlled from the head unit.

CORE SKILLS

Frontend	React, Next.js, TypeScript, JavaScript (ES6+), HTML5, CSS3/SCSS, Redux, redux-observable, RxJS, MobX, Angular, NgRx, Storybook
Mobile, 3D & Motion	React Native, PWA, Electron, Three.js, React Three Fiber, GLTF/GLB optimization, Framer Motion, Canvas
Real-time & Backend	Node.js, Express, WebSockets, GraphQL, REST, Redis, MongoDB, MySQL, Matrix SDK / Synapse, WebRTC, Puppeteer
Data & Quality	AG Grid, Plotly, virtualization, Playwright, Jest, Cypress, WCAG 2.2 AA, Databricks, Snowplow, GrowthBook
CMS, Cloud & Tooling	ContentStack, AWS (Lambda, S3), Nx monorepo, Turbopack, pnpm, Oxc
AI tooling	Claude Code / MCP, GitHub Copilot

EDUCATION

MSc, Distributed Systems and Web Technologies

BSc, Applied Informatics

Gheorghe Asachi Technical University of Iași

AWARDS

Sports Emmy (2022), Outstanding Esports Championship Coverage: The International 10 broadcast, as part of PGL's live-graphics team.

LANGUAGES

Romanian (native) · English (C1)