



Farcas Antonio Matei

Software Developer

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Expertise

- AI & Machine Learning
- Backend & API Development
- Frontend Development
- Cloud & Server Management
- DevOps & Automation
- DB Design & Management
- Networking & Systems
- Cybersecurity Fundamentals
- Problem Solving
- Linux Expert

Language

Romanian

English

About me

I am a self-taught developer with 5+ years of experience building and deploying full-stack systems solo. I specialize in owning the entire lifecycle—from backend infrastructure to frontend delivery—with a focus on autonomous, on-time execution.

Most recently, I completed an internship in the United States, where I contributed to the development of a local AI voice-caller system running on dedicated servers.

Education

2024- present **Currently a second-year university student**

Universitatea Lucian Blaga

Sibiu (ULBS)

- Computer Science

2019-2024

Colegiul National Ion

Luca Caragiale Moreni

Highschool graduate, Mathematics and Computer Science

For a comprehensive look at my story, project history, and professional endorsements, please visit farcas.dev, or click the button below.

This CV is tailored for system compatibility, while my website offers the full context of my work.

Full Experience

Experiences

I didn't follow a straight path — I followed curiosity. Every phase taught me something different, and together they gave me the kind of big-picture thinking that only comes from building across multiple domains.

Oct 2025 — First Professional Role

Volico Data Centers — Internship

Volico Data Centers — Deerfield, FL, USA

This is where years of solo building culminated. I designed and developed the foundation for an AI-powered voice-caller assistant for customer service. Because of the diverse foundation I'd already built, moving into a professional environment went smoothly. The independent skills I had cultivated translated directly to real-world production.

2024 — Present

AI Development & Testing the Waters

Before stepping into an enterprise environment, my primary focus was integrating AI into my workflows. I started building AI-powered tools and experimenting across every domain I'd previously touched—web, automation, and backend systems. Prompt engineering became a core skill, allowing me to use AI as a true force multiplier.

2023–2024

Cybersecurity & Bug Bounties

To build robust systems, I needed to know how to break them. This era was defined by penetration testing and bug bounty programs, where I successfully identified critical vulnerabilities in live systems. While I can't share specifics due to NDAs, thinking like an attacker permanently sharpened my security mindset as a developer.

2022–2023

Automation, Python & Backend

The foundation for that security mindset was built here. Python became my daily driver as I dove deep into automation, scripting, and backend development. I built my own servers and APIs, explored networking and server administration, and began understanding the complex ways different systems talk to each other.

PythonAutomati

2021–2022

Web Development & Frontend

My entry into broad software development started with the web. I picked up HTML, CSS, and JavaScript, building frontend projects and learning browser mechanics. It was simpler at first, but it completely changed my perspective on user interfaces and application ecosystems.

2020–2021

Unity & First Real Games

But before web apps, there were games. Moving into Unity is what taught me how to actually ship a project—taking an idea from a rough concept to a finished, playable product. This phase also introduced me to C# and the reality of working inside larger structural frameworks.

2020 — The Beginning

Game Development from Scratch

This is where it all began. Before engines or frameworks, I taught myself by writing game logic in raw C/C++ from scratch. It required a lot of determination, but it gave me a rock-solid foundation in low-level thinking, memory management, and the discipline of making things work out of nothing.