

OANA GOGE

oana@firefungames.dk

Helsingør, Denmark

LinkedIn: linkedin.com/in/oanagoge • Website: firefungames.com

PROFESSIONAL SUMMARY

Senior Backend Engineer and Systems Architect with {backendYears}+ years specializing in ASP.NET Core, Node.js, and Azure. Designed and maintained enterprise healthcare platforms serving 190+ clients with 99.9%+ uptime, integrating 35+ external services including AI/ML, payment, and communication systems.

WORK EXPERIENCE

Freelance Backend/Full Stack Engineer

Self-employed (FireFun Games)

July 2025 – Present • Remote

Available for backend development and AI integration projects, specializing in enterprise system architecture and healthcare compliance.

Key Achievements:

- Currently developing veterinary IoT device management platform with thousands of connected devices

Principal Software Engineer (Contract)

HIA Technologies

June 2018 – July 2025 • Remote

Led backend architecture and development for HIPAA-compliant healthcare platform serving 190+ client organizations including WebMD and Centene, supporting 93k+ user sessions with 99.9%+ uptime over 7 years.

Key Achievements:

- Led backend architecture for healthcare platform serving 190+ client organizations including WebMD and Centene
- Maintained 99.9%+ uptime over 7 years supporting 93k+ user sessions
- Architected enterprise integration ecosystem connecting 35+ external services
- Designed multi-system architecture managing 6TB+ of healthcare media and patient data
- Built comprehensive security framework with AES double-encryption for HIPAA compliance
- Orchestrated zero-downtime data migrations affecting 58k+ media assets
- Developed AI-powered question-answering system with vector search and LLM integration
- Led technical mentorship across 400k+ lines of full-stack codebase
- Implemented comprehensive DevOps practices with automated testing and deployment pipelines

Freelance Software Engineer

Self-employed (FireFun Games)

Dec 2014 – June 2018 • Remote

Contributed to mobile game achieving 5M+ downloads on Google Play, implementing multiplayer networking for 100v100 unit battles with real-time synchronization and PlayFab backend integration.

Key Achievements:

- Contributed to mobile game achieving 5M+ downloads on Google Play
- Implemented multiplayer networking for 100v100 unit battles with real-time synchronization
- Developed interactive educational platforms for enterprise clients including Siemens
- Created physics simulations, animated learning experiences, and 24+ educational minigames
- Built cross-platform web applications using HTML5 Canvas and custom physics engines
- Designed multiplayer architectures and real-time systems for gaming platforms

Lead Developer

Lucus Aps

January 2016 – November 2016 • Denmark

Led development team of 4-5 developers including full-time staff and interns, managing educational game projects for Danish schools with hands-on mentoring and technical guidance.

Key Achievements:

- Led development team of 4-5 developers including full-time staff and interns
- Managed educational game projects for Danish schools with hands-on mentoring
- Architected custom multiplayer networking system for classroom-based games
- Handled real-time market simulation and state synchronization in unstable school networks
- Developed location-based mobile application using GPS proximity detection for Copenhagen tourism
- Implemented real-time economic simulation with dynamic pricing responding to student actions

Game Developer

Tactile Entertainment

March 2013 – August 2014 • Denmark

Contributed to mobile games with millions of downloads including Skyline Skaters (#1 in App Store in 60+ countries) and Airheads Jump, focusing on gameplay programming and user experience optimization.

Key Achievements:

- Contributed to Skyline Skaters (#1 in App Store in 60+ countries) and Airheads Jump
- Developed custom level editor tools to streamline content creation workflows
- Implemented native mobile integrations for iOS and Android platforms
- Created custom plugins for advertising SDKs and third-party services
- Conducted comprehensive multi-device testing across diverse mobile hardware
- Ensured consistent performance and user experience optimization

VOLUNTEERING & COMMUNITY IMPACT

Volunteer Developer & Website Manager

Kattekøbing (Cat Rescue Organization)

July 2023 – Present • Remote

Developed full-stack membership portal using Next.js and Supabase, deployed on Vercel with secure authentication, admin dashboards, newsletter system, and GDPR-compliant data management for 275+ members.

Impact & Contributions:

- 275+ members managed through custom membership portal
- 4x website traffic increase through SEO optimization and content management
- Next.js and Supabase implementation with secure authentication and admin dashboards
- Multi-channel communication system integrating email newsletters and SMS notifications
- Role-based access control with row-level security for data isolation
- GDPR-compliant data management and privacy controls
- Custom domain forwarding and newsletter system integration

EDUCATION

MSc in Media Technology and Games

IT University of Copenhagen

2011 – 2013 • Denmark

Specialization: AI, Graphics Programming, and High-Performance Systems

Thesis: Using Mesh Deformation Techniques to Simulate Weapon Impact

BSc in Computer Science

"Politehnica" University of Bucharest

2007 – 2011 • Romania

Specialization: AI and Computer Graphics

Thesis: Adaptive Algorithms Based on Genetic Models in Games

TECHNICAL SKILLS

Programming Languages:

C# (Expert), JavaScript (Advanced), TypeScript (Advanced), Python (Intermediate)

Backend Technologies:

ASP.NET Core, Node.js, Express, Azure Functions, ASP.NET MVC (Razor), REST APIs, Entity Framework Core, SQL, CosmosDB, xUnit, Swagger/OpenAPI, JWT/OAuth

AI Technologies:

OpenAI API, Anthropic API, Gemini API, Groq, Ollama, Pinecone Vector Database, HuggingFace, IBM Watson

Cloud & DevOps:

Azure Functions, Azure App Service, Azure Storage, Azure DevOps, Azure IoT Hub, Azure Service Bus, Azure Application Insights, Azure Entra ID, Azure App Configuration, Google Cloud Platform, AWS, Docker, Serverless Architecture, CI/CD, Git, GitHub Actions

Databases & Services:

MS SQL Server, Cosmos DB, Azure Storage, Google Drive API, Google Sheets API, Supabase, PostgreSQL

LANGUAGES

English: Bilingual - Professional proficiency, used daily in work and technical communication.

Romanian: Native - Mother tongue, born and raised in Romania.

Danish: Conversational - Living in Denmark for 10+ years, completed citizenship course. Fluent in reading/writing, conversational in speech.

PERSONAL DETAILS

Location: Helsingør, Denmark

Work Availability: Remote globally (any timezone)

Interests: Automation, AI technologies, Cats, home automation, video games, creating music about my cats with AI