Curriculum vitae

Alexandru Cristian
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Work experience

June 2019
Redmond, WA

12 weeks

SDE Intern at Microsoft Corp.

Improving virtual machine isolation on Hyper-V. Focusing on serial I/O emulation on paravirtualized VM scenarios, using C/C++ and VirtIO. Designing and implementing data transfer protocols over VMBus rings.

March 2019
San Francisco, CA

12 weeks

SWE Intern at Google Inc.

Worked on the Google Pay Transit team to implement end-to-end changes to the transit key provisioning pipeline. Developed cryptographic methods to import diversified keys into Secure Element chips. Pending integration into the Google Tink cryptographic library.

July 2018
Zürich, CH

12 weeks

SWE Intern at Google Inc.

Developed a new backend for the Google Showcase ad submission pipeline, reducing the time before an ad is reviewed from hours to minutes. Worked within the Shopping team based in Zürich, Switzerland.

March 2018
Vancouver, BC

14 weeks

SDE Co-op at The Coalition – Microsoft Studios

Gears 5 - worked within the Multiplayer Gameplay team on Unreal Engine 4 weapon and projectile replication, inventory consistency and other areas related to multiplayer game features.

June 2017
Redmond, WA

12 weeks

SDE Intern at Microsoft Corp.

Delivered a 30% decrease in build time within the Windows installation media imaging stack, by improving an existing codebase using C# and C++ Interop.

April 2017
Philadelphia, PA

11 weeks

Research assistant at Drexel's EESI Laboratory

Applied incremental learning solutions to scenarios in metagenomics, by developing C++ tools to process sequencing reads in a Linux computing cluster environment.

July 2016
Redmond, WA

6 weeks

SDE Intern at Microsoft Corp.

Developed and deployed a device and network diagnostics solution to a user base of over 230,000 machines, using C# and Xamarin.

June 2014
Bucharest, Romania

3 weeks

Internship at Teamnet International S.A.

Created and deployed an internal tool to monitor the build status of the company's online services, using PyGame and Raspberry Pi's.

May 2014
Bucharest, Romania

4 weeks
Part-time

Internship at Freescale Semiconductor (now NXP)

Co-designed and implemented a racing algorithm for a line-following robot using C and low-level sensor data.

March 2014
Bucharest, Romania

4 weeks
Part-time

Internship at 1&1 Internet AG

Developed a stock market simulator along with four other interns, using PHP and MySQL. Held weekly SCRUM and code review meetings.

June 2013
Bucharest, Romania

4 weeks

Internship at Microsoft Romania

Led a team developing a networked multiplayer Windows Phone 8 game using C# and XAML.

June 2012
Bucharest, Romania

4 weeks

Internship at Omnilogic S.R.L.

Built web applications using Java/Tomcat. Focused on back-end feature implementation and participated in daily project review and design discussions.

Volunteering

November 2013
Bucharest, Romania

3 weeks
Part-time

Java course at "Clubul Copiilor nr. 1" Computer Science club

Taught an introductory course in Java and object-oriented programming to high-school students coming from a C background. We discussed subjects such as encapsulation, polymorphism and how to use various system classes.

February 2013
Bucharest, Romania

3 weeks
Part-time

Romanian government hackathon

I helped write the Romanian government's official petitioning platform, a web application where citizens can easily create petitions and gather signatures.

June 2012
Bucharest, Romania

2 weeks
Part-time

Jury member at the "InfoBucuresti" National Programming contest

I was responsible with creating algorithmic problems, developing and conducting the automated testing of solutions submitted by participants.

Personal projects

Since 2012

Nexus Play

A web media center written in Java EE. Designed with portability in mind, users can stream content anywhere, to any device. It features a subscription system for TV shows and instant playback resuming across devices.

Since 2013

Snow land

An Android dynamically generated puzzle, inspired by the "Ricochet robots" board game.

Since 2014

Dino

A tool developed in Python that displays build statuses for projects hosted on the Jenkins and TeamCity platforms.

Education

2015 - 2020

Drexel University - BS Computer Science
Drexel Global Scholar – Merit scholarship, awarded full tuition
Cumulative GPA: 3.88

2011 - 2015

"Tudor Vianu" Computer Science National HS

Languages

English (proficient), Spanish (proficient, DELE level C1), Romanian (native).

Honors and awards

2015 - Present

Included in the Dean's List

April 2015, 2012

Bronze medals at the national stage of the Romanian Informatics Olympiad

July 2014

2nd prize at the InfoEducation ("InfoEducatie") National contest – National stage, web applications section