# Alexandru Cristian

# Curriculum Vitae

### WORK EXPERIENCE

OCTOBER 2023 - PRESENT

New York, NY

# Senior Software Engineer at Google LLC

Technical lead of Google Wallet features team. App userbase: XXXM. Notable launches:

• 2023: Pixel Fold launch (Wallet on foldables).

JUNE 2022 - OCTOBER 2023

San Francisco, CA

### Lead Software Engineer at Google LLC

Led eMoney development across two geodistributed teams (APAC, AMER) of 15+ engineers. Launched Google Wallet in Japan, to 30M users.

AUGUST 2020 - JUNE 2022

San Francisco, CA

# Software Engineer at Google LLC

Google Pay Secure Element - Japan. Notable launches:

- New 1P app launch. Reach: 30M users.
- PASMO: 2nd largest transit card in Japan.

JUNE 2019 - 12 WEEKS

Redmond, WA

# SDE Intern at Microsoft Corp.

Improved virtual machine isolation on Hyper-V. Focused on serial I/O emulation on paravirtualized VM scenarios, using C/C++ and VirtIO. Designed and implemented data transfer protocols over VMBus rings.

MARCH 2019 - 12 WEEKS

San Francisco, CA

### SWE Intern at Google LLC

Worked on the Google Pay Transit team to implement endto-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 - 12 WEEKS

Zürich, CH

### SWE Intern at Google LLC

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 - 14 WEEKS

Vancouver, BC

# 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 - 12 Weeks

Redmond, WA

## 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 - 11 WEEKS

Philadelphia, PA

# 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.

Earlier work history available on linkedin.com/in/alexcristian.

### **PUBLICATIONS**

Keeping up with the genomes: efficient learning of our increasing knowledge of the tree of life.
 Zhao, Z., Cristian, A. & Rosen, G.
 BMC Bioinformatics 21, 412 (2020).

### **EDUCATION**

2023 – 2025	Columbia University MS COMPUTER SCIENCE
2015 - 2020	Drexel University BS COMPUTER SCIENCE Magna Cum Laude Honors with Distinction
2011 - 2015	"Tudor Vianu" Computer Science National HS HIGH SCHOOL DIPLOMA

### **HONORS**

2015	<b>Drexel Global Scholar</b> <i>Merit scholarship, awarded full tuition</i>	
2015, 2012	<b>Bronze medal</b> National stage, Romanian Informatics Olympiad	
2014	2nd prize, web applications "InfoEducatie" National Contest	

### PERSONAL PROJECTS

2012 Nevus Play

2012	A web media center written in Java EE.
2013	<b>Snow Land</b> An Android dynamically generated puzzle.
2014	<b>Dino</b> Python tool to display statistics for Jenkins and TeamCity projects.

#### LANGUAGES

ENGLISH	Proficient
SPANISH	Native
Romanian	Native

<b>L</b> D	New York, NY 10036
$\square$	salut@acristian.eu

✓ github.com/AlexCristian