Alexandru Cristian
Curriculum Vitae

WORK EXPERIENCE

OCTOBER 2023 – PRESENT

New York, NY
Senior Software Engineer at *Google LLC*

Tech lead on horizontal features for the Google Wallet app for Android.

JUNE 2022 – OCTOBER 2024

San Francisco, CA
Lead Software Engineer at *Google LLC*

Leading eMoney development across two geodistributed teams (APAC, AMER) of 15+ engineers.

AUGUST 2020 – JUNE 2022

San Francisco, CA
Software Engineer at *Google LLC*

Google Pay Secure Element - Japan. Notable launches:
- New 1P app launch. Reach: 50M 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 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 – 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.

JULY 2016 – 6 WEEKS

Redmond, WA
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.

JULY 2014 – 3 WEEKS

Bucharest, Romania
Intern 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 – 4 WEEKS

Bucharest, Romania
Intern at *Freescale Semiconductor*

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

MARCH 2014 – 4 WEEKS

Bucharest, Romania
Intern 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 – 4 WEEKS

Bucharest, Romania
Intern at *Microsoft Romania*

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

JUNE 2012 – 4 WEEKS

Bucharest, Romania
Intern 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.

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).

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EDUCATION

2023 – 2026	**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 - 2020	**Dean's List**
	Drexel University, College of Computing and Informatics

2015	**Drexel Global Scholar**
	Merit scholarship, awarded full tuition

2015, 2012	**Bronze medal**
	National stage, Romanian Informatics Olympiad

2014	**2nd prize, web applications**
	"InfoEducatie" National Contest

PERSONAL PROJECTS

2012	**Nexus Play**
	A web media center written in Java EE.

2013	**Snow Land**
	An Android dynamically generated puzzle.

2014	**Dino**
	Python tool to display statistics for Jenkins and TeamCity projects.

LANGUAGES

ENGLISH	Proficient
SPANISH	Native
ROMANIAN	Native