# Alexandru Cristian Résumé

### 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 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.

Earlier work history available on acristian.eu.

### **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 - 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	<b>Dean's List</b> Drexel University, College of Computing and Informatics
2015	<b>Drexel Global Scholar</b> Merit scholarship, awarded full tuition
2015, 2012	<b>Bronze medal</b> National stage, Romanian Informatics Olympiad
2014	<b>2nd prize, web applications</b> "InfoEducatie" National Contest

#### PERSONAL PROJECTS

2012 Nexus Play

	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	Proficien
Spanish	Native
Romanian	Native

New York, NY 10036

🗷 🛮 salut@acristian.eu

github.com/AlexCristian