Andrei Pieleanu

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Experience

Software Engineer – ASML Holding   **09/2025 – Present**

- Developing a **centralized reporting tool** for System Integration team, enabling real-time access to machine test claims and runtime data using **ASP.NET Core, C#**.
- Conducting stress tests using **k6** and reducing the application's latency rate **under 300ms**.
- Optimizing production-level **PostgreSQL** database access and concurrency handling for real-time data processing.
- Collaborating with DevOps team to deploy production-grade web services on **Kubernetes clusters**.
- Deploying and maintaining the application on **Artifactory** using **Docker and Rancher**.
- Integrating **Grafana** dashboards for predictive performance and system health visualization.

Software Engineer – CP-Pro Solutions GmbH   **03/2023 – Present**

- Developing, shipping and maintaining company's mobile app on **PlayStore**/**AppStore SaaS** used by clients in construction field using **Xamarin**, **C#, Java**, **.NET, and MAUI**.
- Built features for data management and site tracking, boosting client's productivity by **20%**.
- Migrating the application from **Xamarin** to **MAUI .NET**, increasing the app speed by **16%**.
- Migrating code repository from **Git** to **Azure DevOps** and ensuring **CI/CD** pipeline for automatic code deployments.

DevOps Engineer – SUE | Cloud Native Solutions   **06/2024 – 06/2025**

- Developed and shipped a proprietary software tool that allowed the cloud engineers to manage their **AWS Kubernetes clusters** via API requests using **gRPC** protocol and **Java Spring Boot**.
- Integrated **RabbitMQ-driven events** for handling thousands of daily inputs.
- Automated a **CI/CD** pipeline for re-deploying the application images, monitor resource consumption and costs. reducing costs by **12%**.

Full-Stack Engineer – Canon Production Printing   **02/2024 – 06/2024**

- Built, hosted and maintained a web application on company's subdomain which helped the engineers customize and generate hardware licenses for testing Canon's printers using **ASP.NET Core**, **C#**, **JavaScript**, **HTML**, **CSS** and **Razor**.
- Used Canon's **internal NuGet** packages to ensure authentication and authorization for **20** internal employees and storing them using **MySQL** database.
- Used platforms such as **Confluence** to track agile projects.

Junior Software Engineer – Continental Automotive Systems   **10/2022 – 02/2024**

- Led a team of engineers in the maintenance and expansion of a proprietary software tool that helps the internal engineers at Continental to visualize car components, driving **€200.000** in revenue every year using **Python** and **C++**.
- Used internal **C++** libraries to read and process files, reducing coding time by **20%**.
- Used platforms such as **Jira** for tracking agile project advancement and documentation.
- Ensured code quality through a series of **unit/integration/E2E** tests on **Jenkins**.

Intern Software Engineer – Continental Automotive Systems   **03/2022 – 10/2022**

- Created an auto-pilot tool responsible for analyzing test drives and determining optimal times to enable brakes and ensure safety for the driver using **Python, C++, Java**, **AUTOSAR** and **ADAS**.
- Tested functionalities using **JMeter** and **Mock**.

Education

Fontys University of Applied Sciences – Netherlands

- Bachelor's Degree in ICT Software Engineering – Expected Feb. 2026

Tudor Vianu National College of Computer Science – Romania

- Baccalaureate in Mathematics and Computer Science

Certifications & Awards

- Oracle Certified Professional, Java SE 8 Programmer 1Z0-809
- 6th place nationwide for the development of action game Story of Scrappie at Adfaber Game Development Competition in Romania, 2019