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deduard-ionescu

# Experience \_\_\_

## Yelp Engineering Intern - Ads Autobidding

San Francisco

THE AUTOBIDDING TEAM IS RESPONSIBLE FOR SETTING THE BIDS THAT ADVERTISERS USE. I WAS ON THE PROJECT

THAT FOCUSED ON MAXIMIZING THE LONG-TERM VALUE FROM NEW ADVERTISERS, FOR WHICH I WORKED ON

May 2018 - August 2018

EXPERIMENT ANALYSIS AND DATA ENGINEERING.

- · Analyzed experiment results for different categories, like restaurants and local services, as to uncover mechanisms and verify predictions used in the models - Jupyter.
- Improved robustness of data gathering and feature generation Python, Redshift, MapReduce, PySpark.
- · Streamlined experiment analysis for the growing team by writing utils and backfilling experiment info Python, Redshift.
- · Initiated cross-team collaboration with Consumer Analytics on bringing their experimentation platform to Ads and documented the data and engineering requirements for it to be feasible.

### **Yelp Engineering Intern - Consumer Analytics**

San Francisco

THE CONSUMER ANALYTICS TEAM IS RESPONSIBLE FOR THE A/B EXPERIMENTATION PLATFORM, METRICS

INFRASTRUCTURE, AND THE DATAWAREHOUSE. I WORKED ON THE WEB-APPS FOR EXPLORING DATA SOURCES AT

September 2017 - December 2017

YELP AND FOR DESIGNING AND DEPLOYING EXPERIMENTS.

- Implemented and code-reviewed experiment-creation components for Beaker, the experiment design tool React, Redux.
- Added feature that allows business analysts to share their queries and see which queries make use of certain tables.
- · Improved exploration of data sources across Yelp by writing a batch that surfaced tables from the datawarehouse along with their generated Avro schemas - Python, MySQL, SQLalchemy, Pyramid, Redshift.

### **Hustle - Software Engineering Intern**

San Francisco

HUSTLE ALLOWS ORGANIZATIONS TO COMMUNICATE WITH INDIVIDUALS AT SCALE VIA PEER-TO-PEER TEXTING. I

WORKED ACROSS THE STACK, FOCUSING ON DESIGNING AND SHIPPING A NEW FEATURE THAT ALLOWS

April 2017 - August 2017

ORGANIZATIONS TO RECORD OPT-OUT REASONS.

- · Allowed organizations to record opt-out reasons when texting leads as to find new insights and to better target messaging. Mobile - React-Native, Web - React, Redux, Flow, Backend - Node.
- Improved custom integrations with Hustle by adding new endpoints and improved error handling to the API Node, Express.
- Enabled admins to unassign and delete agents from their organization Node, MongoDB.

## **UGO Wallet - Android Developer Intern**

Toronto

PART OF TD, UGO WALLET IS A MOBILE APP THAT ALLOWS USERS TO USE THEIR REWARDS, LOYALTY, AND CREDIT

May 2016 - August 2016

- CARDS. I WORKED ON IMPROVING THE USABILITY OF THE APP AND ON DEPLOYING A JENKINS PIPELINE Configured Jenkins to generate pipelines from Git branches and send builds to QA via HockeyApp - Groovy, Bash, Python.
- Improved navigation and usability by replacing the hamburger menu with tabs Objective-C.
- Implemented and demoed location-based feature that shows cards relevant to nearby merchants Java.

## Education

## **University of Waterloo**

September 2015 - December 2019

BACHELOR OF COMPUTER SCIENCE, HONOURS

Functional Programming - Scheme, Logic - Coq, OOP - C++14, Compilers - MIPS, Scala, Optimization, Transit Planning and Operations.

# Projects:

**Transibot** 

## **OpenTransit**

OpenTransit.city

VISUALIZES THE SPEED AND RELIABILITY OF TRANSIT ROUTES USING REALTIME DATA

October 2017 - PRESENT

- Project lead of OpenTransit at the weekly Code for San Francisco hack night.
- · Designing an engagement platform for transit agencies to gather feedback and iterate on proposals currently working on this with Code4SF, DataSF, and Waterloo Region.
- Frontend React, Relay, MapGL. Backend Node, Cassandra, GraphQL, Docker.

## MESSENGER CHATBOT THAT TELLS YOU WHEN THE NEXT BUS WILL ARRIVE

Transibot.com January 2017 - March 2017

• Shows realtime departure times from Nextbus and GTFS-RT (real-time vehicle locations) feeds - *Node, Elastic-Beanstalk*.

• Batch script updates stops table using GTFS data as to locate the user's closest stops - Go, MongoDB.

## Many more at github.com/Eddylonescu