

Eduard Adrian Lupu

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EDUCATION

Babes-Bolyai University, B.Sc. Computer Science

Cluj-Napoca, Romania, Sep 2021 - Jun 2024

Babes-Bolyai University, M.Sc. Software Engineering (expected)

Cluj-Napoca, Romania, Sep 2024 - Jun 2026

WORK EXPERIENCE

Kingfisher

Backend Software Engineer

Cluj-Napoca, Romania

December 2024 - present

- Working on 10+ microservices supporting B&Q, Castorama Poland, and Castorama France **Marketplaces** using **Kotlin**, **Spring Boot**, **PostgreSQL**, **DynamoDB**, **Apache Kafka**, and **Docker**.
- Improving and supporting core Marketplace features for third-party sellers, including product listings, offers, payments, promotions, and media, while ensuring stability, efficiency, and a smooth seller/buyer experience.

BitStone

Junior Full-Stack Software Engineer

Cluj-Napoca, Romania

July 2023 - December 2024

- Developed a data aggregation and scouting platform for Universal Music, tracking emerging artists and analyzing data from TikTok, Spotify, Apple Music, Shazam, and Instagram. Tech stack included **Node.js**, **Express**, **TypeScript**, **Sequelize**, **MySQL**, **Next.js**, **JavaScript**, and **AWS (EC2, Lambda, SQS, S3, Aurora)**.
- Built features that process and optimize large datasets, aggregating and correlating data to provide insights on artist growth, song performance, demographics, social media presence, and full music catalogues. Developed data visualization tools and automated reports, enabling Universal Music to identify trends, discover emerging talent, and make data-driven signing decisions.

Bitdefender

Junior Software Engineer

Cluj-Napoca, Romania

Feb 2022 - Jun 2022

- Utilized **C**, **C++** and **Win32 API** to design and implement diverse tasks, such as detecting malicious files and automating the removal of infected files. Developed efficient functionalities through the utilization of processes, threads and synchronization mechanisms.
- Conducted simulations of various cyberattacks and exploits, including buffer overflow vulnerabilities, DLL hijacking and return-oriented programming techniques. Gained expertise in devising robust preventive measures to safeguard against these threats.

SKILLS

- Relevant courses:** OOP, Data Structures and Algorithms, Networks, Databases, Operating Systems, Graph Algorithms, Software Engineering, Mobile Programming, AI, Computer Architecture, Design Patterns, Cloud Applications.
- Languages:** JavaScript, TypeScript, Java, Kotlin, C/C++, Python, PHP, HTML5, CSS3.
- Databases:** MySQL, PostgreSQL, SQL Server, Redis, DynamoDB, MongoDB
- Frameworks:** React, Redux, Next.js, Express, Sequelize, Spring Boot, JPA, Qt, Win32 API, Apache Kafka, Flutter
- Tools:** AWS, Datadog, Dynatrace, Docker, Git, Postman, Maven, Gradle, Burp, Jira, GitHub Actions, GitLab Pipelines
- Software Engineering Concepts:** Microservices Architecture, Event-Driven Architecture, Containerization, Serverless

PROJECTS

World's most accurate top 500 Spotify artists.

September 2024 - on going

- Created an automated tracking system that monitors **150,000+** artists on Spotify, ranking the top 500 artists by monthly listeners. Uses **Python** and **GitHub Actions workflows** to fetch and process artist data at scheduled intervals **at zero cost**. Results are hosted on GitHub Pages, built using **Next.js** and **Tailwind**, available [here](#), and updated every day.

Notes

November 2024

- Implemented a Notes app inspired by iOS Notes, replicating its functionality for both native, using **Kotlin** and **Android Studio** and cross-platform, using **Flutter** and **Dart**. The app supports offline usage, notes organization, search, and editing, with data initially stored in memory and later integrated into a server, created with **Java** and **Spring Boot**.

Studio Pill

August 2024 - on going

- Designed a website for a friend's architecture studio in **Next.js**, **TypeScript**, and **TailwindCSS**, showcasing a responsive design, prioritizing accessibility, SEO and optimizing performance. Available at studiopill.com, hosted on GitHub Pages.

Beat With It - B.Sc. Thesis

December 2023 - June 2024

- Developed "Beat With It", a full-stack music discovery and recommendation platform integrating features from Spotify, Shazam, and TikTok to enhance music exploration. The project focuses on song identification, personalized insights, and interactive discovery. Due to the proprietary rights policy of my faculty, the code is not publicly available. However, I can demonstrate it upon request. The thesis is available [here](#).

Shop front-end and Shop back-end

August 2023

- Created a full-stack online shop application using **React**, **JavaScript**, **Redux**, **RTK Query**, **Node.js**, **TypeScript**, **Mongoose** and **MongoDB**. The project offers a complete shopping experience with various features.

User management

September 2023

- Developed a user management tool using **Node.js**, **TypeScript**, **Express** and **Sequelize**. The project emphasizes industry-standard security practices, using **JWT** tokens and **bcrypt**, showcasing a reliable solution for managing users.

Tourism

April 2023

- Developed a web app using **Java**, **Spring Boot**, **Spring Boot MVC**, **JPA**, **Hibernate**, **MySQL**, **React**, **TypeScript**, **Material-UI**, **JUnit** and **Mockito**. The app oversees relationships among countries, cities, languages, tourists and visits.

Commercial Airplanes Crashes

August 2022

- Developed a **Python** page scraper using **BeautifulSoup** and **Requests** to extract commercial airplane accidents data from [Wikipedia](https://en.wikipedia.org/wiki/List_of_commercial_airplane_accidents). The analyzed data, such as accidents by day and seasonal accident trends, was used in academic research.