

George Mărcuş

PERSONAL INFORMATION

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WORK EXPERIENCE

Software Engineer – Take Off Labs

Aug 15, 2016 – Aug 12, 2022

- Worked on multiple golf-related products in **Ruby on Rails**.
- Worked for 3 years on Golf Genius, an industry-leading tournament management system for golf associations and clubs. Implemented the Quick Events feature which is currently used to create 50% of the events in the system. Introduced **React** to the company for the first time and used it to rewrite one of the application's pages.
- Managed a team of up to 7 people for 1 year in order to build the backend for GHIN, a handicap management system for 6M golfers that post up to 450K scores per day.
- Started a project from scratch to replace our old reporting system that was integrating with 3rd party software (JReport). Successfully launched it in 2021. It had 5K monthly active users with 1M generated reports per year.
- Owned the interviews and new hire training pipelines. Conducted 200+ interviews and managed other interviewers. The company hired 60+ engineers in this period.

Software Engineer Intern – Palantir Technologies

Aug 24, 2015 – Nov 20, 2015

- Worked on an iOS app that analyses card transaction data for small businesses.
- A big part of the internship was rewriting pages originally implemented in Cordova in **React Native**.

Software Engineer Intern – Facebook London

May 27, 2014 – Aug 15, 2014

- Worked on an internal visualization tool that helps developers debug pipelines that import data.
- The data was fetched in **PHP** from an existing backend and displayed using GraphViz.

Assistant Programmer – Continental Automotive Timișoara

Jul 6, 2012 – Sep 7, 2012

- Worked on C++ code testing and internal tools in a team building car radio software.

EDUCATION

- 2014 – 2016: West University of Timișoara, Faculty of Mathematics and Informatics, Master of Science in Computer Science
- 2011 – 2014: West University of Timișoara, Faculty of Mathematics and Informatics, Bachelor of Science in Computer Science, ranked in the top 5%

PERSONAL PROJECTS

- Created playrps.win with a friend. It is a browser game similar to slither.io, but with Rocks, Papers and Scissors. Implemented most of the **Node.js** backend.
- Contributed to the infoarena.ro open-source online judge, the most popular Romanian online judge by implementing a feature and preparing problems for contests.
- Created a Facebook Messenger bot that sends people reminders before programming competitions.

AWARDS

2022	Topcoder Open 2022 Regionals	4th place overall
2017	Cloudflight Coding Contest	4th place globally
	Facebook Hacker Cup Round 3 participant	
2014	ACM SEERC	12th place out of 76