COSMIN APREUTESEI

SOFTWARE DEVELOPER

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SKILLS

C, Lua, JavaScript, Bash, SQL, Python, php, Delphi, C++, ObjC

FREELANCE

2018 - 2019 - Brainhub IT - Teacher **-** 4-month **JavaScript** course, 8 students.
- Designed the course structure, curriculum and exercises, **taught** the course.

2015 - 2016 - snabb.co - Software Developer (contract based)
- Developed a **program** for **overlaying Ethernet on IPv6** using LISP controllers (**LuaJIT**).
- Developed a **Linux virtio driver** for the Mellanox 10GbE ConnectX NIC (**C, Lua**).

2015 - Private client - Software Developer (contract based)
- Developed an **online shopping platform** featuring a SPA-style UI, complex filters, multi-attribute product variations, 200ms loading times with **100K products** in the db (**JS, OpenResty, MySQL**).

CORPORATE

2010 - 2012 - SellerEngine - Tech Lead (full-time)
- **SCRUM Master** for an international team of developers from US, UK and Romania.
- Developed backend infrastructure for Sellery (**Python, Twisted, RabbitMQ, Amazon APIs**).
- Developed the UI for Sellery, an **Amazon Inventory/Pricing Platform** (**Python, Java/GWT**).
- Developed SellerEngine's **Licensing and Subscription Management System** (**php, Drupal**).
- Wrote automatic **deployment and monitoring tools** (**Bash, Python**).

2006 - 2009 - Sensiblu - Software Developer (full-time)
- Developed business modules for the Sensiblu Retail & ERP Suite, a **distributed OLTP system** with over **800 deployment endpoints** (**Delphi, MS SQL Server, Oracle Database**).

2005 - 2010 - Hinter Software - Co-founder
- Business relations, recruiting, software development (**Delphi, Firebird RDBMS**).

2002 - 2005 - RA Industries - Software Developer (full-time)
- Wrote a **virtual printer driver** for color coverage analysis (**MS DDKs, Visual C++, MASM**).

OPEN SOURCE & RESEARCH

2014 - Present - creator & maintainer of **luapower.com**, a cross-platform distribution for **LuaJIT** with a wide range of libraries from windows and graphics to databases, networking and metaprogramming.

2018 - Present - developing a **UI toolkit** with widgets, layouts, styles & animations.

2018 - Present - developing a **text rendering engine** with subpixel positioning, BiDi and editing.

2018 - Present - designing and implementing the standard library for the **Terra language**.

2015 - wrote a **cross-platform library** for working with OS-native windows, graphics and input.

2015 - wrote **multigit**, a tool for creating **overlapped git repositories**; doubles as **package manager.**

2015 - adapted **dynasm**, an **assembler generator** for compiler backends to JIT from Lua.

2014 - wrote **path2d**, a fast, full-featured **2D geometry** library.

2014 - wrote a **module dependency tracker** and 3-platform **CI system** for luapower.com.

2013 - wrote **winapi**, a binding of Windows API, including windows and common controls.

EDUCATION

1997 - 2001 - Ferdinand I High School, Bacău, Informatics class.