Andrei-Marius **Longhin**

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Versatile, enthusiastic Software Engineer with experience in fast-paced, startup environments as well as larger, product-oriented companies. Always trying to give something back through open-source contributions and peer mentorship

Work Experience

Mimica Automation
London, United Kingdom

Software Engineer
Sep. 2019 - present

- Company developing process automation software for enterprise clients (e.g for a telecom company, a process could be changing a client's phone number)
- Worked on a web application used to create and display different visualisations of processes and decide how fit they are for automation
- Led projects involving multiple engineers, notably a complete restructuring of the UI/UX for the main process visualisation tool, which led to the company's first successful client engagements
- Helped scale the web application to handle very large amounts of data (e.g by segmenting payloads of HTTP requests, leveraging browser cache etc.)
- Brought on multiple practices for reducing bugs and dev time (e.g unit and e2e testing, using typed languages, following well-known design patterns etc.)
- Mentored multiple colleagues to the extent that the team working on the web application grew from 2 to 8 people
- Made open-source contributions to Vis Network (graph visualisation library)

AmberBox
London, United Kingdom

Software Engineer
Oct. 2018 - Aug. 2019

- Company developing patented gunshot detectors and rapid response technology for enterprise clients
- Worked on multiple projects, notably created a user authentication and authorisation platform used by 3 different web applications
- Made open-source contributions to Californium (IoT networking library) and CodeceptJS (automated testing library)

Click Travel
Birmingham, United Kingdom

Software Engineering Intern; Junior Software Engineer
Aug. 2016 - Sept. 2018

- Worked on an award-winning business travel platform, specifically on a web application used by tens of thousands of users to mass book hotels/trains/airplanes
- Helped improve the search feature of the web application to ensure less than 0.5s average response times (e.g by caching results to most common searches)
- Was promoted from intern to full-time employee in 1.5 months (worked during university)

Education

University of Birmingham
Birmingham, United Kingdom

BSc (Hons) in Computer Science
Oct. 2015 - Jun. 2018

- Had very high scores in relevant programming modules: Java (96%), Haskell (100%), OCaml (98%)
- Won 2 prizes at WarwickHack 2016, a hackathon where my team built an Android app that automates tasks done by students before a lecture (we won out of around 15 teams)

Udacity
Birmingham, United Kingdom

Full-Stack Web Developer Nanodegree
Mar. 2016 - Apr. 2016

- Graduated in 30 days (their estimated time to graduate is 4 months)

Personal Projects

React Painter - **Link to project**

Typescript (React), HTML5 canvas

- Open-source React library that enables drawing on an HTML5 canvas, then saving the resulting canvas as a blob
- Library has 0 dependencies and is used by tens of developers weekly

Browser Game Player - Link to project

Python

- Q-learning based player of a browser game called Soccer Heads, where the aim is to score more goals than you concede
- Used PIL for game frame grabbing, cv2 for image processing and ball tracking, numpy for implementing q-learning algorithm, keyboard module for playing game programatically

Skills

Programming	Typescript*, Javascript*, Kotlin, Java, Python
Backend	NodeJS (Express)*, Spring
Databases	MongoDB*, PostgreSQL, AWS DynamoDB
Frontend	React*, Angular
DevOps	Docker*, GCP stack, AWS stack
Tools and processes	Git*, IDEA IDEs*, Slack*, Jira*, Scrum*, Kanban
*	Denotes fresh knowledge (I have used the others professionally but not very recently)