

# 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
- 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)
- Contributed to company's annual increase of £40 mil. in revenue and was part of its growth from a couple dozens of engineers to around a hundred
- 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 hacking competition 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 users 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 programmatically

## Skills

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**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)