Andrei Pavel

curriculum vitae

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true-stack on Linux with C++, D, Dart, Flutter, Go, Rust

technical skills

advanced

Android: Java, Kotlin

C: C11, user-level, Arduino-dialect, OpenMP, MPI, pthread

C++: C++2a, casting, constness, dynamic loading, initialization order, inheritance, linkage, memory management, pointers, references, move semantics, preproessor, synchronization in concurrent programming, templates, STL, boost, CUDA, OpenGL, autotools, meson, lcov, cppcheck, clang-tools

Databases: Cassandra, CouchDB, MSSQL, MariaDB, PostgreSQL, Oracle, Sybase, Sysrepo,

sglite

Debugging: cgdb, gdb, gdbgui, lldb, pdb, rr

Go: goroutines, reflection, BLE, ORMs, websockets, socket.io

Operating systems: Linux, bash, zsh, sed, ack, ripgrep, systemd, sys-v-init, vim

Markup: bpml, css, dtd, json, html, latex, markdown, xml, xsd, xsl, yang

Protocols: DHCP, DNS, TCP, UDP ip, iw, netconf, netopeer, nftables, ss, tc, tcpdump, Wireshark

Version control: git

Virtualization: Docker, docker-compose, Helm, Kubernetes, KVM, libvirt, virsh, QEMU

intermediate

C#: Windows Forms D: mixins, templates

Flutter: asynchrony, Dart, generics, isolates, mixins, Provider

Rust: affine types, linkage, macros, mutability, object lifetime, unsafety

work experience (5 years, 8 months)

Software Engineer (formerly Junior C++ Developer), Qualitance, Romania.

May 2016 present (4 years, 2

months)



Kea: open-source Linux DHCP server, C++, enhancements

Open-source contributions to CESNET, ISC, Sysrepo (https://github.com/andrei-pavel).

- Cassandra ODM with multiple data sources
- o DHCPv6 features and features that help migrate to DHCPv6 e.g. lighweight-4o6 DHCP options
- Robot Framework automated system-testing
- live, persistent server reconfiguration
- o integration with Sysrepo data source, NETCONF protocol, YANG model

Runlock: smart-lock system, development & deployment & unit tests

- BLE beacon advertising & GATT communication
- Electronic access control of doorlocks using Assa Abloy protocol

Bullguard: antivirus backend for Mac OS X, C++, unit tests

- scanning & quarantining of all file types
- updating the virus database

Associate Software Engineer, Misys Financial Software, Romania.

August 2014 - October 2015 (1 year, Development of treasury and capital markets software

- Implemented support for Negative Rates in Money Market Rollover (3 months).
- Maintenance and bug-solving (12 months).
- Worked with services distributed using CORBA across Windows, UNIX, Solaris querying Oracle, MSSQL, Sybase databases.



2 months)

Developed business objects (C++) and front-end functionality (C#) for Summit.

Software Engineering Intern, Intel®, Romania.

June 2013 — October 2013

Application development and performance optimizations in the high performance computing Accomplishments:

(3 months)

- Contributed to the development of parallel applications designed to benchmark HPC devices.
- Benchmarked the Intel[®] XeonPhiTM coprocessor during the early days of it's release.
- Used C, C++, OpenMP, native threading, low level intrinsics for more fine grained optimizations, Intel[®] vTuneTM Amplifier for profiling and characterization studies.

portfolio

2019–2020 Radio România Actualităti Podcasts, Podcast app written in Dart with Flutter.

https://play.google.com/store/apps/details?id=ro.radioromaniaactualitati.podcasts

2018–2020 bash-boilerplate, bootstrap your bash project with this handy boilerplate.

https://github.com/andrei-pavel/bash-boilerplate

2018–2019 **go-boilerplate**, bootstrap your go project with this full-fledged boilerplate.

https://github.com/andrei-pavel/go-boilerplate

2014 Rapunzel, simulation and rendering of hair in real time using GPGPU techniques.

https://github.com/andrei-pavel/rapunzel

books

currently reading

The way to Go, by Ivo Balbaert.

https://www.goodreads.com/book/show/13553772-the-way-to-go

latest read Seven Databases in Seven Weeks: A Guide to Modern Databases and the NoSQL Movement, by Eric Redmond.

https://www.goodreads.com/book/show/25334471-optimizing-software-in-c

more on Goodreads

https://www.goodreads.com/user/show/63238106-andrei-pavel.

studies

2010-2014

Bachelor of Computer Science, Politehnica University of Bucharest, Romania. Automatic Control and Computer Science with major in Computer Systems Architecture

Thesis Simulation and rendering of hair in real time using GPGPU techniques an algorithmic approach to the problem of real time simulation and rendering of hair in a highlyparallel multi-core environment