

# TUDOR POPA

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## EDUCATION

### Babeş-Bolyai University

BS Computer Science, Mathematics

Oct 2006 – May 2009  
Cluj-Napoca, Cluj, Romania

### Horea, Cloşca şi Crişan Highschool

Informatics, Mathematics

Sep 2002 – Jun 2006  
Alba-Iulia, Alba, Romania

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## WORK EXPERIENCE

### Getir

Engineering Manager

April 2021 – Present  
Cluj-Napoca, Romania

- Managing and growing squads in the Algorithms Tribe, Infrastructure Alliance.
- Empower and unblock squads to deliver impact by establishing efficient execution and operational processes and holding my squads accountable while cultivating a healthy team environment.
- Participate and lead architectural decisions.

### Black Tree Software

Chief Technology Officer & Co-Owner

Sep 2016 – April 2021  
Cluj-Napoca, Cluj, Romania

- Managed / lead multiple teams of developers on various outsourcing projects.
- Worked with technologies such as React, NodeJS, Python and Rust.
- Mostly focused on machine learning and software architecture.

### Black Tree Software – Sports betting / Online gambling PaaS

Chief Technology Officer & Co-Owner

Sep 2016 – Aug 2019  
Cluj-Napoca, Cluj, Romania

- Drove the development of a sports betting / online gambling white label PaaS.
- Had operations in 3 north african countries (Ghana, Uganda and Kenya).
- Managed a team of 11 developers, following an agile approach.
- Designed and implemented the software architecture of the whole platform, creating a decoupled, highly scalable, components based system.
- Worked alongside a DevOps team on designing and implementing a complete continuous integration / continuous delivery solution using the AWS cloud.
- Implemented machine learning data models for predicting and categorizing user activities / behaviors.
- Developed a lottery extraction tool which allowed the client to set a custom RTP (return to player) percentage using genetic algorithms.
- Worked with technologies ranging from low level code designed for currency detectors (ccTalk protocol) to full stack solutions (NodeJS, Python and React).

### HiPPONET

Chief Technology Officer

Sep 2012 – Sep 2016  
Cluj-Napoca, Cluj, Romania

- Managed a team of 6 developers on various outsourcing projects.

- Collaborated with the Penvision swedish company, developing a SaaS platform which offered the possibility of online storage and processing of handwritten documents, using a proprietary handwriting recognition solution.
- Re-worked swedish company's Rahmqvist CRM tool
- Developed and published the Rahmqvist PIMNotes app for both Android and iOS

## **wixi.com**

Local Manager / Lead Software Engineer

Sep 2008 – Sep 2012

Cluj-Napoca, Cluj, Romania

- Managed the Cluj-Napoca office operations.
- Managed a team of 5 developers, working on a file hosting service similar to Dropbox, which was the main competitor at that time.
- Wrote a complete UI library with comparable window manager-like features in vanilla JS

## **OpenData**

Software Engineer

Mar 2008 – Jul 2008

Cluj-Napoca, Cluj, Romania

- Designed and implemented a CRM tool following Cluj's biggest real-estate agency (at that time) requirements.

## **WebHorizon**

Junior Software Engineer

Apr 2006 – Jul 2006

Cluj-Napoca, Cluj, Romania

- Worked on the Audi car manufacturer french site, developing various components for the client site and the backoffice.

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### **SKILLS**

- Programming Languages: Python, Javascript, Rust, Bash
- Databases: Various db engines including both SQL and NoSQL solutions such as MongoDB, Redis, Couchbase, PostgreSQL.
- Web Servers: Nginx, Apache
- DevOps: Various DevOps tools and orchestration systems such as Kubernetes, Docker, Chef, Puppet, Terraform, Ansible., Worked on multiple cloud computing platforms including AWS, Azure and Google Cloud., Experienced with many CI tools such as CircleCI, GitLab, Jenkins, Azure Pipelines.
- Frontend: Various frontend frameworks / libraries such as React, Vue.
- Backend: Various backend frameworks based on NodeJS, Python and Rust.
- Machine Learning: Various ML libraries such as TensorFlow, Keras and Brain.js.
- Other: Strong algorithmical and data structures knowledge.

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### **SIDE PROJECTS**

#### **Github profile** Javascript, Python, Bash

<https://github.com/doidor>

Various open source projects that I personally use.

#### **Random maze generator** Javascript

A personal project that's designed to feed a multiplayer, mobile game with random generated maps, using a genetic algorithm and ranked by an A-star algorithm score in conjunction with a complexity index.