

TUDOR POPA

tdr.popa@gmail.com – +420774121235 – Prague, Czech Republic – tudorpopa.com

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

WORK EXPERIENCE

Microsoft

Principal Software Engineering Manager

January 2022 – Present

Prage, Czech Republic

- Manager of one of the Customer Experience teams, inside the Office Product Group, working on the Fluent 2 design system and specifically Fluent UI React v9.
- Responsible for the team's OKRs, hiring, performance reviews and career development.
- Collaborate with other teams in our organization to deliver a consistent and high quality design system.
- My team currently develops and owns several components in the library, handles all developer experience related improvements and issues and owns the Fluent 2 Design System website (<https://fluent2.microsoft.design>).
- I am an individual contributor as well and I personally handled many CI / CD, documentation and website related tasks. Still on this topic, along with my team I made the decision of using Astro as our website framework, thus becoming the first team in Microsoft to use it (<https://astro.build/case-studies/microsoft/>).
- While working in this org, I've also kept up to date with the latest AI / ML related technologies, as the company did a major push in this direction. As a result, I started an internal project (which is still under development) which uses LLMs to create a generative UI design tool, that uses our design system, with all its supported libraries. This will enable both external and internal users to have quick prototypes / initial setups for their apps using our technologies.

Getir

Engineering Manager

April 2021 – December 2021

Cluj-Napoca, Romania

- Manage and grow squads in the Algorithms Tribe, Infrastructure Alliance.
- Empower and unblock squads to deliver impact by establishing efficient execution and operational processes.
- Participate in and lead software architecture decisions.
- Collaborate with other squads / tribes in cross functional features delivery.
- Plan and implement monitoring systems to prevent service degradations and maintain a high throughput.
- Hold my squads accountable while cultivating a healthy team environment.
- The teams that I currently manage are responsible for core business features, such as order assignment and courier management.

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 Sep 2016 – Aug 2019

Chief Technology Officer & Co-Owner

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 15 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.

SKILLS

- Programming Languages: Python, Javascript, Rust, Golang
- 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.

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.