

CHRISTOPHER POENARU

COMPUTER ENGINEER – FUNCTIONAL PROGRAMMER – TRIATHLETE – ROCK CLIMBER

SKILLS

Scala
Go
Haskell
Java
AWS + Heroku
Postgres
Redis
Cassandra
MongoDB

PROJECTS

SCRAVA

 KIAMBOGO/SCRAVA

- Community recognized, open-source Scala client for the Strava API

ROAD QUALITY

 TRIFECTALABS/ROADQUALITY

- Crowdsourced road quality and traffic safety data for cyclists
- Allows cyclists to rate sections of a road or path to build a community driven topology of the safest cycling routes
- API and pathing logic implemented in Scala; custom mapping engine built with Rust; web application built with

CONTACT

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 chrispoenaru

 kiambogo

EXPERIENCE

MASONHUB

Los Angeles, CA (Remote)

SOFTWARE ENGINEER

Jan. 2019 - Jan. 2021

- Third engineer, responsible for designing, building, and owning multiple core systems that scaled the company from 0 clients to 35+ within 2 years
- Constructed Shopify integration, reducing technical client onboarding time to minutes
- Architected fault-tolerant, scalable printer management system allowing for custom supply chain documents. Successfully printed over 250,000+ documents
- Refactored critical, production database schema, reducing average inventory ledger query times to 2.5ms and bulk order processing time to 160ms

HUDSON'S BAY COMPANY

New York, NY (Remote)

LEAD SOFTWARE ENGINEER

Aug. 2018 - Jan. 2019

- Engineering lead of a team of 4 intermediate and senior level developers
- Directed team towards adopting a functional code base with Scala Cats + FS2
- Architected a multi-service initiative to optimize safety stock levels and reduce order shorting

SOFTWARE ENGINEER II

Nov. 2017 - Aug. 2018

- Conflated inventory management systems across banners as part of the shared selling initiative, driving double-digit growth for the Gilt banner

SOFTWARE ENGINEER

July 2016 - Nov. 2017

- Refactored mission critical service to use Postgres instead of Mongo; strategized deployment resulting in zero downtime
- Modified website delivery window calculation to include customer location, improving checkout conversion across many US states

STRAVA

San Francisco, CA

PLATFORM ENGINEER INTERN

Aug. 2015 - Dec. 2015

- Optimized user characteristics processing with development of Scala service leveraging Spark
- Designed and deployed Spark cluster to production atop of Apache Mesos

GILT GROUPE

New York, NY

SOFTWARE ENGINEERING INTERN

Jan. 2015 - Apr. 2015

- Designed and built a public API with Scala + Play as part of the global redistribution team to provide inventory and catalog information to redistribution partners, increasing global incremental revenue by more than 40%

EDUCATION

UNIVERSITY OF WATERLOO

Waterloo, Canada

BASC. COMPUTER ENGINEERING

2011-2016