

# Christopher Poenaru

## Staff Software Engineer

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### About

Staff platform engineer architecting distributed systems across security, scalability, and compliance domains. Track record building high-throughput services, zero-trust infrastructure, multi-tenant isolation platforms, and centralized authentication that enable Fortune 500 partnerships. 9+ years driving cross-organizational infrastructure initiatives.

### Skills

**Core:** Go, Python, Scala

**Platform:** Kubernetes, Envoy, Istio

**Security:** mTLS, PKI, OAuth2

**Cloud:** AWS, Azure, Terraform

**Observability:** Prometheus, Grafana

**Data:** Postgres, Redis

### Experience

#### Abnormal AI

San Francisco, CA (Remote)

Staff Software Engineer, Platform

Mar 2024 – Present

- Built Platform Security function from 0 to 14-engineer organization, establishing secure-by-default infrastructure serving 300+ engineers; enabled Fortune 500 partnerships by solving access control, auditability, and data isolation requirements
- Architected multi-tenant data isolation platform enabling Fortune 50 financial services partnerships; designed extensible routing framework supporting strict data residency and compliance requirements across global regions
- Built automated customer data deletion system meeting critical CISO deadline, processing millions of records while establishing company-wide data governance standards

Senior Software Engineer, Platform

May 2021 – Mar 2024

- Designed and built centralized token service serving 30K+ QPS, protecting thousands of customer integration secrets; introduced Go and gRPC to production, establishing architecture patterns and best practices adopted org-wide
- Led company-wide mTLS rollout across dozens of microservices using Envoy sidecars; built PKI (AWS ACM PCA) with cert-manager automation
- Built automated certificate rotation system enforcing 90-day lifecycle for 10K+ integration keys, strengthening security posture through short-lived credentials and eliminating manual rotation risks

#### MasonHub

Los Angeles, CA (Remote)

Software Engineer

Jan 2019 – Jan 2021

- Designed and owned core platform systems at early-stage 3PL, scaling from 0 to 35+ clients over 2 years
- Built fault-tolerant, horizontally scalable printer management system processing 250k+ supply chain documents annually
- Refactored production database schema, improving inventory query performance by 90% and bulk order processing by 75%

#### Hudson's Bay Company

New York, NY (Remote)

Lead Software Engineer

July 2016 – Jan 2019

- Led team of 4 engineers building distributed inventory platform across 3 retail banners; architected multi-service order fulfillment system driving 15%+ revenue growth through unified cross-banner inventory management

### Education

University of Waterloo

BASc. Computer Engineering

Waterloo, Canada

2011 – 2016