Lucian Boacă

Work

Senior Software Engineer

Babylon Health

November 2020 - Present

London

- Redesigned our generic UI screen flows handling, improving the type safety and developer experience by leveraging the typescript language services. I also implemented a utility to visualise these flows.
- Designed and implemented the typescript layer of our data fetching infrastructure.

Software Engineer

Babylon Health

September 2019 - November 2020

London

- Worked on multiple Scala microservices for a Data Catalog, managing discovery and access to different datasets.
- Implemented the UI for this Data Catalog using React, Redux, Redux-Sagas.
- Transitioned to a React Native project in May 2020.

Software Developer Intern

Amazon EU

July 2018 - December 2018

Luxembourg

- Developed an interactive CLI to combine different data sources with human input, which helped speed up migrating, testing and deploying a new system for handling shipments by more than a month.
- Developed a serverless application to process a stream of millions of messages a day related to warehouse management, alerting for potential errors and aggregating these messages into an optimised structure.

Junior Backend Developer

Gentlab

March 2017 - March 2018

Bucharest. Romania

 Worked part time for 20 to 25 hours per week during University. Developed various features in a typical Spring Boot stack.

Education

BSc. Computer Science

University of Bucharest

October 2016 - September 2019

- Final grade: 9.16 out of 10
- For my final year project I built an Android App to scan receipts and manage expenses, showcasing modern programming techniques such as domain driven design, CLEAN architecture, reactive programming.

Skills

Programming Languages: Java, Scala, Kotlin, JavaScript, TypeScript

Frameworks: React, React Native, Spring Boot, Akka, RxJava