Scarlat Marius

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EDUCATION

UNIVERSITY OF BUCHAREST
BS in Computer Science
Oct 2022 - Jul 2025
Bucharest, Romania

SKILLS

TECHNICAL SKILLS:
• Data Structures • Algorithms
• Python • GRPC • SQL • Go
• Unit testing • Java • .NET
• SOLID • C/C++ • Javascript
• Linux • Design Patterns

SOFT SKILLS:
• Communication • Independence
• Leadership • Problem Solving
• Adaptability • Teamwork

INTERESTS

• Competitive Programming
• Software Architecture
• Distributed Systems
• Heavy Metal
• Travelling

LANGUAGES

• English
• Romanian

EXPERIENCE

GOOGLE | STEP SOFTWARE ENGINEER INTERN
Jul 2023 - Sep 2023 | Warsaw, Poland
- Working on the Arcus team, a control plane framework for Google Compute Engine that runs on Borg and manages the life cycle of GCE resources. The project I am working on is a GCE Operation Analyzer CLI tool that will help the modernization team migrate the Arcus monolith to a Micro-Service Architecture
- Designed the API used for gathering data about different GCE operations and constructing an execution graph out of it. The execution graph interface provides different features such as a presentation layer, filtering based on different execution types, and most importantly detecting call stack violations that make migrating the Arcus monolith to a Micro-Service Architecture difficult for the modernization team
- Developed an API used for classifying operations to job namespaces, improved querying time by applying SQL query optimization techniques, and implemented unit tests for each publicly exposed functionality

NETROM SOFTWARE | SOFTWARE ENGINEER
Jun 2022 - Oct 2022 | Craiova, Romania

- Worked on a flower delivery application that was primarily used for planning routes, monitoring drivers, and displaying real-time reports for the back office users
- Developed several screens for monitoring drivers, creating promotions and margins for stores based on their turnover
- Contributed to the restructuring of the ZPL receipt printing service that was hard to extend and maintain

PROJECTS

WORDLE SOLVER | GITHUB
- Built a wordle solver using data science and information theory with some university colleagues
- The purpose of the algorithm is to maximize the amount of information at each step and select the word with the highest entropy

COMPETITIVE PROGRAMMING PLATFORM | GITHUB
- Built a competitive programming platform that allows users to safely execute code and get feedback based on the correctness of the submission
- Implemented a complex remote code execution environment that can safely run untrusted executables concurrently
- Implemented a complex panel for proposers to create problems in markdown format, create tests, publish problems and perform complex data filtering on the server side

AWARDS

2021   Bronze Medal at The Romanian National Olympiad in Informatics
2020   3rd in Cloudflight Coding Contest, Craiova