

Paul Serafimescu

SOFTWARE ENGINEER

📞 (+1) 415-320-2659 ✉️ paulserafimescu@gmail.com 🌐 paul-serafimescu 📄 Paul Serafimescu

Detail-oriented and innovative software engineer with experience in infrastructure, distributed systems, machine learning. Demonstrated expertise in designing scalable, performant real-time systems with ML capabilities.

Skills

Languages Go, Java, Python, C++, Javascript, Rust, SQL

Technologies Apache Kafka, Node.js, SpringBoot, PostgreSQL, Docker, Kubernetes, gRPC, GCP, AWS

AI/ML PyTorch, CUDA, HLS (FPGA), XLA, LLVM, Spark, Graph NN, Reinforcement Learning

Experience

Software Engineer

New York, NY

BLOOMBERG

Feb 2025 - Present

- Incoming September 2025!

Software Engineer Intern

San Jose, CA

CISCO

June 2024-Sept 2024

- Created scalable SSH-based asset monitoring microservice for IoT edge with Go, C++, gRPC, Redis, PostgreSQL, S3.
- Integrated diagnostics pipeline with Splunk for real-time insight into network and system behavior.
- Trained HMM and Transformer models in PyTorch to infer workflows from raw session logs.

Software Engineer Intern

San Jose, CA

CISCO

June 2023-Sept 2023

- Built backend microservice and troubleshooting feature for Cloud IoT Dashboard using SpringBoot and PostgreSQL.
- Designed distributed job scheduling with Quartz to run async tasks across edge devices and native apps.
- Used RabbitMQ, WebSocket, REST API for remote diagnostics; solution scales to tens of thousands of devices.

Software Engineer Intern

San Francisco, CA

WEBEX

June 2022-Sept 2022

- Features on Webex Developer Portal: global search, new auth flow, API reference, app creation.
- Migrated routing, business logic, unit tests, GraphQL to Next.js/React from Express and Redux Router.
- Designed plugin-based microfrontend architecture to improve modularity and reduce tech debt.

Undergraduate Teaching Assistant

Los Angeles, CA

UCLA SAMUELI SCHOOL OF ENGINEERING

March 2022-June 2024

- CS 35L (Software Construction): Python, JavaScript, C/Makefile, Bash, developer tools Emacs and Git.
- CS 118 (Networking): C++ BSD Sockets, Intro Distributed Systems, DNS/CDNs, BGP, Network Security.

Projects

flint

🔗 UCLA-IRL/flint

DISTRIBUTED DATA PROCESSING ENGINE (OVER NAMED DOMAIN NETWORKING)

March 2025 - June 2025

- Designed novel engine based on Apache Spark, moved RDD caching abstraction into the network layer.

statsmodeling

🔗 paul-serafimescu/statsmodeling

C++ ECONOMETRICS UTILITY LIBRARY

December 2023 - February 2024

- Modern C++ (17) performance implementation of common statistical and econometric models using OpenMP.

Education

University of California, Los Angeles (UCLA)

Los Angeles, CA

M.S. COMPUTER SCIENCE

September 2024 - June 2025

University of California, Los Angeles (UCLA)

Los Angeles, CA

B.S. COMPUTER SCIENCE AND ENGINEERING + B.A. ECONOMICS

September 2020 - June 2024