

PETRU BRAHĂ

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EDUCATION

"Alexandru Ioan Cuza" University

Bachelor's degree in Computer Science

Iași, România

Sep. 2023 – June 2026

"Mihai Eminescu" High School

Baccalaureate diploma in Mathematics And Computer Science

Iași, România

Sep. 2018 – June 2022

EXPERIENCE

Software Engineer Intern

Amazon

July 2025 – November 2025

Iași, România

- Collaborate with experienced cross-disciplinary Amazonians to conceive, design, and bring to market innovative products and services
- Design and build innovative technologies in a large distributed computing environment and help lead fundamental changes in the industry
- Build distributed storage, index, and query systems that are scalable, fault-tolerant, low cost, and easy to manage/use

PROJECTS

"GiftHub" | *Leadership, Typescript*

Nov. 2024 – Feb. 2025

- Delivered a fully functional, 24/7 live platform, by leading the development as the Product Owner and applying Scrum methodology effectively across the team
- Ensured on-time project delivery by defining clear objectives, and realistic deadlines, and aligning the development efforts through qualitative communication
- Participated in technical design by creating the database schema and the page routers, enhancing the overall system structure and user navigation
- Contributed to the backend infrastructure by working with Typescript in the T3 Stack (Next.js, TRPC, Prisma), enabling robust API architecture
- Strengthened code quality and maintainability by setting up SonarQube, achieving over 90% code coverage through collaboration with the QA team
- Improved deployment reliability and system performance by leading DevOps efforts, including defining the environments, the CI/CD pipelines, and the branching strategy

"RR application" | *C, C++, Network Engineering*

Nov. 2024 – Feb. 2025

- Coded an open-source application that clients can query about trains' schedules for their location/time, applying the client-server paradigm
- Constructed the server application, assuring high transmission speed, by implementing a pre-threaded execution and I/O multiplexing
- Designed the transport protocol, assessing high speed and data correctness, exploiting TCP and UDP in their best use cases
- Gathered resources to maintain the server accessible 24/7, resembling a realistic, public, and functional service, by utilizing a remote shell provided by my university
- Compiled a C++ program that randomly generates the trains' routes employing a powerful pseudo-random number generator, Mersenne Twister
- Finished the project, documentation, and further features before the deadline, recording optimal time management by consistently developing daily

TECHNICAL SKILLS

Languages: Assembly Language(x86), C, C++, Java, SQL, Bash, PowerShell, R

Technologies: Git, Makefile, Flex, Bison(Yacc), HTML, CSS, LaTeX

Libraries: GoogleTest, GMock, OpenGL, Standard Template Library