Roman Gurovich

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Experienced software engineer with significant breadth and depth across industries. Has a track record of designing, developing and delivering impactful business software. Ready to make immediate contributions.

PROFESSIONAL EXPERIENCE

Senior Software Engineer @ Fulcrum   Oct 2022–April 2023

Developed a robust real-time communication platform as part of Enterprise Resource Planning (ERP) system.
- Designed architecture and data model, wrote most of the code, and steered iterative rollout.
- Implemented a rich feature set including @mentions, tags, unread messages, notifications and more.
- Enabled managers and employees on the shop floor to communicate in real-time production settings.

Delivered core features for inventory valuation, workflow plan validation & Bill of Materials (BOM) fulfillment.

Senior Full Stack Engineer @ Trax Retail   May 2019–June 2022

Created an invoicing platform that enabled our company to bill clients accurately and in itemized detail.
- Fully isolated application with its own web UI, BFF, API layer, DB, and messaging mechanisms.
- Consistent and auditable with a CQRS pattern that allowed us to replay events and verify correctness.
- Designed and implemented the infra, much of the data model, and core parts of the service and UI.

Drove a major cross-functional initiative to bring Computer Vision into mobile application for retail stocking.
- Coordinated 7 teams in 4 time zones to pull together resources necessary for integration.
- Built an orchestrator service to ingest AI/ML predictions and distribute them to interested parties.
- Helped develop the API to enrich mobile application with a combo of AI insights and business logic.

Built a variety of features for our crowdsourcing management platform, such as:

- Ingestion feeds into data lake
- Date-based lookup for submission statistics
- Templated questionnaire builder
- Registration flow for workforce MVP

Senior Full Stack Engineer @ Tout   Aug 2017–April 2019

Built and launched an innovative VPAID ad tag that fused custom ads & content in an embedded video player.
- Designed the tag with small initial footprint and async hooks to enable performance & compatibility.
- Integrated video player with configurable behavior on how ads/content are injected + navigated.
- Ensured consistency across various ad delivery networks, devices, and browsers.

Developed functionality for our video player, SDK, and partner CRM. Highlights include:

- Embeddable lightweight SDK
- Ad vendor adaptors
- Header bidding
- Tagged video search

Software Engineer @ Ellucian   May 2015–March 2017

Helped build Brainstorm, a first-of-its kind Competency-Based Education (CBE) platform.
- Led cross-functional effort to integrate Student Information Systems (SIS) into the gradebook.
- Developed a secure, but flexible way for tenants to white-label their implementations.
- Built a module for advisors with dashboard, an event feed, alerts, messaging, and graphs.
- Created a subcomponent service to incrementally validate courses as they're published.

- Standardized UI to work across desktop and mobile browsers, with support for touch devices.
- Worked on internationalization with support for timezones, LTR languages, and alternate calendars.
- Helped develop a highly flexible authorization scheme with roles and bundles of permissions.
- Implemented preview screens for exams, so course designers could see what they would look like.
- Introduced conditional locking on assessments, implemented as a tree of requirements.
- Contributed to a comprehensive suite of automated E2E regression tests.

Software Engineer @ BeRecruited   March 2014–April 2015

Delivered core contributions in every facet of the product, a social network for high school athletes.

- Build a multistep activation flow that increased monthly signups by 20% by chunking information.
- Led the effort to convert site to be responsive, so that we could serve an increasing % of mobile users.
- Developed various forms and endpoints such as signup, activation, edit pages, checkout, search, etc.
- Built interactive onboarding dialog system to guide athletes and coaches through new features.
- Crafted visually interesting email templates that worked across various mail clients.
- Integrated video tracking and metrics so we could get insights about how people were using the site.
- Implemented a popular module to enable students to bookmark and follow their favorite universities.

Software Engineer @ Weedmaps   Sept 2013–Jan 2014

Built "Weedmaps Deals", a deal discovery platform for marijuana dispensaries and patients, which drives the lion's share of the company's revenue today and is the primary user-facing experience on weedmaps.com.
- Architected and implemented all of the front-end, with composable components and a fun style.
- Integrated with location-aware geo search service to surface the right deals to the right clients.
- Developed features such as pageable infinite scroll, google maps popups, printable labels, and more.
- Built a dashboard of graphs for dispensaries to track their advertising targets.

Analyst @ Infosys   June 2007-Oct 2012

Acted at different times as an onsite individual contributor, a team lead, and a liaison representing offshore teams for clients Warner Music and AT&T. Supported and executed initiatives around quality assurance, business acquisition & strategic partnerships, supply/demand planning, and deployment readiness.

COMPETENCIES

Languages: Python • Typescript • Go • Elixir • Ruby • C# • Javascript • HTML • CSS • SQL
Frameworks: PyTorch • ASP.NET Core • Rails • Phoenix • React • Angular • NextJS • GraphQL
Data: Postgres • MySql • SQLite • MongoDB • Redis • BigQuery • Spark • Aurora • RDS • SNS/SQS

EDUCATION

B.A. Psychology @ UC Irvine 2007 ~> ABET SW Engineer @ Infosys 2008 ~> 2nd batch @ App Academy 2013

HOBBIES

Chess: Ranked nationally
Physics: Let's nerd out about Minkowski spaces and the Lorenz transformation
Hackathons: Have done a ton over the years; most recently have been focused on the AI/ML space
Music: I compose weird little pop songs and am fascinated by theory
Basketball: Student of history and consumer of drama; I like to hit the court as well
Volunteering: Generally apply my tech skills; previously at RailsBridge, and currently at U.S. Digital Response