

RUSU DINU-ȘTEFAN

Senior FullStack Software Engineer

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EDUCATION

Bachelor in Computer Engineering

University Politehnica of Bucharest

📅 Oct 2020 – Jun 2024

"Tudor Vianu" National College of Computer Science

📅 Sept 2016 – May 2020

EXPERIENCE

Senior FullStack Software Engineer

Tazz by eMAG

📅 Aug 2021 – present

📍 Bucharest, Romania

- Since February 2024, **Lead developer** of the LAAS team.
- Playing a **key role** in the development of Tazz direct (LAAS) service, finishing the MVP in **under three months**.
- **Audit system**, so that order history could be and verified.
- **Architecture** for a **custom access control system**, in order to prevent unauthorized access to the database, and **managed permissions elevation** for users. **Coordinated** 2 junior developers that built this project, lead and helped them with various tips and tricks.
- Developed KPIs and **custom system alerts** that prevented **loss of data** and contributed to the **overall improvement of the system** by providing scheduled reports and alerts on Teams and email. This is **highly customizable**, as a new alert could be added to the system by just providing a new JSON config.

Trainer

Deutsche Bank Cloud School 2022 & 2023

📅 Mar – Sept 2022 & Aug – Sept 2023

- Taught the basics of Git, Java and Spring Boot, Angular and React. **Showcased** both basic and **advanced concepts** of programming, OOP and REST APIs, such as CRUD, authentication, authorization, JPA, JWT, and so on.

ACHIEVEMENTS

- Placed 1st place at the Scientific Session - UPB 2022
- Placed 2nd place at the Scientific Session - UPB 2021
- Placed 2nd place at Infoeducatie Nationala 2020
- Placed 3rd place at Infoeducatie Online 2020
- Placed in top 15% at Infoeducatie Nationala 2019

SKILLS

I can quickly pick-up new technologies and adapt to new environments, and I have already worked with: Java, Dart, Typescript, Javascript, Python, NestJs, Spring Boot, Flutter, Angular, Docker, Firebase, Firestore, MongoDB, Elasticsearch, AWS

HONORS & AWARDS

- Rusu, D. S., Păvăloiu, G. N., "LIFELINE- Emergency Patient Data in a Distributed Manner," 2022 IEEE International Conference on Blockchain, Smart Healthcare and Emerging Technologies (SmartBlock4Health), Bucharest, Romania, 2022, pp. 1-5, doi: 10.1109/Smart-Block4Health56071.2022.10034522.
- Invited at PRO TV in 2022 (ILikeIT, a show where innovative apps are showcased)
- Invited at PRO TV in 2019 (ILikeIT)

PROJECTS

Divers Data and Drivers Data PRO

- Developed the **first virtual logbook for drivers**. Drivers Data is a serverless app that uses Firebase, Node.js, Java and was built for Android. The app can generate **reports for up to 3 years, in just 15 seconds**. More than 50 users daily, with a total of 1000 active users. Showcased at ILikeIT in 2019.

Custom Built CDN

- Built a custom CDN from scratch using Spring Boot. Optimized for **serving images in under 50ms** [tested in Romania, on devices with latency under 10ms]. Auto-image resizing and smart cache. **Computer vision** endpoint for recognising faces for auto generation of profile pictures.

Comentarii BAC Romana si eseuri audio

- A cross-platform app with essays for a National Exam. More than **20000 total downloads** and **3000 active users monthly**.
- **Top 5 trending educational apps** on Google Play, summer of 2021.

Lifeline

- A **blockchain-based** application that shows vital data about the patients. The smart contract is stored on the **Ethereum blockchain** and assisted by the back-end written in Spring Boot with MongoDB and Flutter as front-end.

PBI

- A website where students can find solutions to most of the problems shown by PbInfo. The website contains more than 1000 algorithms and solutions to the problems. Pages **load in under 50ms**, with **>1000 users daily**.

VOLUNTEERING

- Judge & Mentor at the National & Online Olympiad "InfoEducatie" in 2021 & 2022
- Organizer, Mentor & Trainer at "Hardcore Entrepreneur" in 2021, 2022 & 2023

OTHER PROJECTS

Web & Mobile Software Engineer for Cosmin Savu & Paul Angelescu

📅 Dec 2019 – March 2021

- Developed in **under 1 week** their websites and cross-platform Mobile Apps in an Agile manner, using React, Flutter, Spring Boot, MongoDB, Firestore, Elasticsearch and a custom-built CDN for fast-size-optimized images, based on a Hybrid-cloud architecture.
 - Optimized for high loads, **10% faster compared to other news/blog websites**.
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Personal recipe book

📅 Dec 2023 – current

- Currently developing a cross-platform application in which the users can save and create their personal recipes.
 - The app will have a feature that will allow the user to generate a shopping list based on the recipes that the user wants to cook and allow the user to plan the meals for the week.
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Kubernetes Cluster using 3 Raspberry Pi4s

📅 February 2021

- Built and maintained a server used for Web Hosting (microservices & other backend-specific stuff).
 - Set up a high performance Kubernetes Cluster using three Raspberry Pi4s, to host auto-scaling containers for the Drivers Data microservices.
 - Set up: RHEL8 (Red Hat Enterprise Linux 8), NGINX (reverse proxy, cache, SSL, HTTP2, backup server redirects), Prometheus, Grafana, MongoDB, Elasticsearch, Kibana, Prometheus, Docker.
 - Custom fan speed controls using IPMI.
 - Auto server restart on power loss.
 - Auto app-restart (for the hosted microservices / apps) on power loss / server crash.
 - Auto SSL certificate renew.
 - More than 10 concurrent hosted apps so far.
 - 24/7 uptime.
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Game Assembler & Emulator - "Fantasy Game Console"

📅 Hackathon "Infoeducatie" 2020 - 24h

- Developed with my teammate an Assembler and Emulator, written in C++, for packing and playing games on an emulated old console.
 - 128 bytes of RAM, 4000 bytes of ROM, 3840 VRAM, a resolution of 40 x 192 pixels.
 - 6 general registers and 4 special registers for the program counter, stack indicator, input data, and a utility of your choice.
 - 6507 instructions per frame, 60 frames per second.
 - All registers are one byte in size.
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Choice Maker: Smart Decision Making

📅 May 2021

- Developed a cross-platform decision-making app, in Flutter, with Spring Boot backend.
 - The app helps the user take the best decision possible using a decisional matrix algorithm and regression-based Artificial Intelligence.
 - Available for Android, IOS, Windows and Web.
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PVP Minesweeper

📅 March 2021 - April 2021

- Built a cross-platform mobile app, PVP flavor of the popular Minesweeper game.
- Various leaderboards and board skins, selectable in-app.
- Used Spring Boot (Websockets, MongoDB) and Flutter.