

Ștefan Talpalaru

Italy

stefantalpalaru@yahoo.com

stefantalpalaru@gmail.com

Skype: stefan.talpalaru.ocg

Personal statement

I am a software architect and developer with 10 years of experience – mostly in web related projects – and a system administrator focused on Linux.

Professionally, I gravitate around Python, Django, Javascript and Gentoo.

My open-source projects vary from the usual Django apps / [Python wrapper for PCRE](#) / [Go worker pool library](#) / etc. to the genuinely interesting [grafting of the gccgo runtime into Nim](#) in order to combine Go's goroutines, channels and GC with Nim's generics, macros and transpilation to C.

Then there's the occasional dip in unknown waters like the [porting to Linux of a C/C++ scanning tool made by Studio Ghibli](#), including a new SANE front-end – of questionable practical use when xsane is available, but with some tracing tricks up its sleeve and needed to replicate the original workflow of the related OpenToonz project. I had no prior experience with SANE or FLTK, but that's the beauty of open-source – no artificial barriers to entry.

Skills

- Python – used mainly in web development, in conjunction with Django (and Cython for wrapping C libraries)
- Javascript – just client-side, we have nicer languages for wasting cycles on the server
- Go – just enough to come to the conclusion that less is not more. More is more. Elegant CSP implementation, though.

- Nim – enough to appreciate a straightforward language design, strong static typing, metaprogramming, algebraic data types, pragmatic use of existing tools, etc.
- Haskell – just the core language – besides satisfying my curiosity, I learned what a powerful type system can do for you (and that problems with tooling and packaging can become a deterrent for the whole ecosystem).
- Linux system administration – when given a choice, I run Gentoo ~amd64 on a VPS provider like Linode. I maintain my own package overlay and like to control all the system's software with the distribution's package manager.
- Git – besides the typical usage, I do continuous integration and deployment using git hooks – one in the test repo to run a fast test suite and if that passes, the code is pushed to the production repo where another hook runs the necessary deployment commands.
- uWSGI – in a quest to get the perfect graceful reload for Python web backends, I got the chance to dig into this project's complex functionality and came up with the prize – I figured out a setup that allows me to not lose a single request while the workers are reloaded.

Work history

Sole software developer and system administrator for senatus.net

(January 2014 – Present)

After the demise of our small consulting company, I took over the maintenance and development of senatus.net – a complex social network / magazine / photo and video hosting site built with Django, PostgreSQL, Redis, Nginx, uWSGI, Varnish, Celery, Amazon S3 and CloudFront.

Duties

- everything on the technical side

CTO, Partner - Odeon Consulting Group Pte Ltd

(May 2008 - December 2013)

A small consulting firm, a huge learning opportunity. Our biggest projects were senatus.net, and BAMS2 - a neuroinformatics project focused on brain connectivity data. As a result of working on the latter, which was mostly my baby, I ended up as the second author of a scientific article. I still brag about it.

Duties

- software architecture and development
- system administration
- providing technical guidance for a small team

Education

Victor Babeş University of Medicine and Pharmacy, Timișoara, Romania

(1999 - 2005)

Doctor of Medicine (MD)

Talks

EuroPython 2011 - “django-rdfliib and PostgreSQL - the best of both worlds” - actually 2 talks on the same subject, one in English and the other in Italian

EuroPython 2012 - “Turning regular expressions up to eleven” - a lightning-talk about morelia-pcre, my Python PCRE wrapper

Other

I am a Romanian citizen.

I am fluent in English and Italian, a bit rusty in French.

[LinkedIn profile](#)

[GitHub account](#)

[GitHub pull requests](#)