

Victor Grigoriu

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Objective

- to keep learning about software engineering while building great software and great teams

Experience

- **Computer Scientist at Adobe, Bucharest, Romania** (*April 2018 - present*)
 - as squad lead, implemented several new features in Adobe Audience Manager, using big data tools such as Hadoop, Spark, AWS, Snowflake
 - using Scala, Akka Streams, Kafka & Kubernetes, built a suite of microservices to activate customer data to external destinations, as part of Adobe's Real-time Customer Data Platform
 - also did maintenance and improved existing components
 - as part of on-call duty, kept production systems running round the clock
- **Technical Dev Lead at Endava Technologies, Bucharest, Romania** (*April 2017 - April 2018*)
 - led a team of 8 (dev & QA) in implementing EU Funds Transfer Regulation for Worldpay, a payments company
 - this involved understanding and making changes in a complex system made of several web sites, web services, Windows services and databases
 - we also improved the performance and availability of the overall system
 - I proposed and implemented cross-team improvements to the software development lifecycle
- **Senior Technical Lead at TeamNet, Bucharest, Romania** (*July 2013 - April 2017*)
 - software architect for the end-to-end solution that replaced the Romanian 112 emergency call handling system in Bucharest
 - responsible for software development quality across the organization (100+ developers)
 - motivated & helped all the teams to adopt code review, automated testing, continuous integration and deployment, static code analysis and other best practices
 - organized various presentations, book clubs, code katas and other knowledge-sharing events
 - organized each year Zero to Hero, a one-month boot camp to teach computer science students about software development in the real

- world
 - technologies used: C#, WPF, ASP.NET MVC, SQL Server, NHibernate, SignalR etc.
- **Lead Software Developer at TeamNet, Bucharest, Romania** (*October 2009 – July 2013*)
 - led the team that successfully built & implemented the GIS software used daily by the emergency agencies (112, equivalent to 911) in Romania
 - transformed this project into a product, so that it can be easily tailored & implemented for other emergency-handling organizations
 - responsible for architecting the whole stack: data access, web services, user interface
 - changed team development practices to increase productivity, introducing unit testing and Scrum practices
 - hands-on coding, but also coaching & mentoring of other team members
 - worked daily with the client to understand their needs and requirements
 - helped other teams in the company deliver their projects on time
- **Software Developer Engineer in Enterprise Search Group at Microsoft, Redmond, WA** (*November 2006 – October 2008*)
 - responsible for the upgrade infrastructure code (plan, design, develop, integrate, unit test etc.)
 - investigated customer issues, suggesting solutions and providing hot-fixes
 - in charge of the code quality tools used by the whole team (FxCop, PRefast etc.)
 - fixed bugs in various product areas during stabilization periods
 - prototyped setup & upgrade automation using PowerShell & Hyper-V
 - used WiX for MSI authoring
 - most of the time using C#, with a dash of C++ and SQL
- **Software Developer Engineer for Office SharePoint Server 2007 at Microsoft, Redmond, WA** (*October 2004 – November 2006*)
 - worked in the Content Management Server team
 - designed and implemented a web-based HTML editor and spell checker
 - helped the test team to write automated tests for the features
 - languages & technologies used included HTML, CSS & JavaScript (AJAX) for the client-side and C# & ASP.NET on the server, SOAP & Web Services for communication, C++ & P/Invoke on the backend
 - wrote FxCop rules to improve code quality across team and coached others to write their own rules
- **Programmer at Venus Technologies Provider, Iasi, Romania** (*April 2003 – August 2004*)
 - worked on a suite of CAD programs for apparel design, using Borland C++ Builder
 - responsible for designing, developing and testing (manual & automa-

- tion) various parts of the software, especially finding heuristics for pattern nesting
- as part of a small startup team, also had customer assistance responsibilities

Education

- **1999 – 2003:** B.Sc. in Computer Science, “Al. I. Cuza” University, Iasi, Romania
- **2001 – 2002:** Socrates scholarship at Technical College of Computer Science and Telecommunications, Granada, Spain
- **2003 – 2004:** graduate studies in Computational Linguistics at “Al. I. Cuza” University, Iasi, Romania

Languages

- Romanian: native
- English: highly proficient
- French, Spanish, German: basic understanding