# Victor Grigoriu

[vgrigoriu@gmail.com](mailto:vgrigoriu@gmail.com)  
[+40 751 369 848](tel:+40-751-369-848)

## 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](https://www.adobe.com/experience-platform/real-time-customer-data-platform.html)
  + 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](https://www.sts.ro/en/112-emergency-call-service) 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
* **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 hotfixes
  + 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 & automation) 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