Sorin Stoicescu
Software Engineer

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Work history

Constant Progress	*05/2019-present*	*The Netherlands*

Owner / Freelancer

Freelance Software Engineer - ETL Software
Full development of two projects for a trading company. The aim was to build high performance and high efficiency Market Data Decoders for a couple of exchanges. Projects have been since made public here

GfK	*06/2015-03/2019*	*The Netherlands*

Senior Software Engineer

Engineering & Architecture - Drive Platform Data Layer
The Drive platform was a Market Research platform, supporting the entire analytics life-cycle. In order to achieve its high cost-effectiveness, it relied on a custom data processing engine, with strict performance and scalability requirements. Worked to evolve the aforementioned layer to accommodate for new, larger clients, operating within millions of surveys, and totalling billions of data points.

Engineering - GDPR compliance tool
System to solve the problem of searching for PII (GDPR requirement) within several of GfK's subsystems, containing terabytes of data.

Key achievements

- **Helped bring overdue projects to completion**
- **Performed architectural evaluation of their main platform**
- **Implemented high-performance algorithms for the database engine**
- **Added high-performance functionality**
- **Coordinated with other teams to make transversal changes to the platform and improve quality while drastically reducing cost**

ASTEK

09/2012-03/2015   *France*

Software engineer / Consultant for Amadeus

Engineering - Amadeus Hotel Platform
Full stack development on a highly available SOA Platform. Worked on several major components of the platform, each as a high-performance Service , as well as maintenance and development of a host of library projects.

Engineering & Architecture - Service evolution
At some point, the platform required that its main services reach the next level in terms of performance and availability. Worked on my team's major component in order to achieve the required goals.

Key achievements

- **Helped bring overdue projects to completion**
- **Committed production-level code within the first week**
- **Performed architectural research & designed an ultra-high performance component (< 2ms / call)**
- **Worked in several programming languages & technology stacks at the same time**
- **Mentored juniors**
- **Designed new functionality starting from requirements & produced functional specifications**

DocProcess

07/2010-07/2012   *Romania*

Software Engineer

Enterprise software
Complex web application development, all using modern tech stack. The end result was a multi-module Single Page Application, presenting a large amount of financial information.

Software prototyping
Engineering several software prototypes, using various technologies for building distributed systems

Key achievements

- **Designed modern applications at high standards of quality**
- **Interacted with our customers (including French)**
- **Deployed incremental features on tight schedules, with minimal problems**
- **Began developing distributed systems and lean prototypes**

Universal Card Systems

07/2008-03/2010   *Romania*

Game Developer

Game development
Developed a casual [cross-platform game](#), working on both a purpose-built game engine, content creation tools, as well as the game itself, all in C++

Key achievements

- **Worked on a full commercial project from inception to 100%**
- **Was the one to sign off the final build to the publisher**
- **Discovered and implemented key architectural changes to ensure the development could be completed**

Business overview

- Multi-role approach to software (Architecture, Engineering, Operations, Product)
- Working with modern agile methodologies
- Wide, end to end perspective on the whole system or solution
- Experience with different types of software (B2B, B2C)
- Specialized in a multitude of technologies (more information further down the page)
- Architecture & Solution design

Technology overview

- C++, high-performance, close to the machine
- Java Enterprise & Java high-performance, Clojure
- Javascript, high-complexity frontends with various libraries over the years, backends in NodeJS
- Databases & data stores, both SQL (MySQL, Oracle) and NoSQL (Memcached, Couchbase, MongoDB)
- Operations: Linux, Docker, AWS, Build/QA/Deploy environments
- QA, in various forms ranging from integration to low-level tests
- Distributed systems: Fundamental operations, Service architectures, Data processing (e.g. Spark)
- Software Architecture Evaluation
- Multi-paradigm programming skills

Personal overview

- Clear communicator, valuable in conversations with stakeholders
- Collaborative, approachable, understandable person
- Autonomous
- Adaptable
- Systematic
- Up to date with Technology
- Languages: Romanian, English, French

Education

University Politechnica of Bucharest
Faculty of Automatic Control and Computer
Science
Department of Computer Science
Specialization(s): Artificial intelligence;
Compilers
Started in: 2006
Graduated in: 2010

University of Bucharest
Faculty of Psychology and Educational
Science
Department of Psychology
Specialization(s): Psychotherapy
Started in: 2007
Graduated in: 2011