

# Miron Brezuleanu /Resume/

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## Highlights

- Full stack senior developer with 16+ years of professional experience;
- Strong experience with the .NET platform, front end (both web and desktop), Windows and Linux development and deployments, database systems;
- Experience working with Java and the Java ecosystem;
- Experience working with C/C++ on multiple operating systems;
- Customer and business oriented, quick learner.

## Technical Summary

**Programming languages:** C#, JavaScript, Typescript, Python, Kotlin, Java, C, C++

**Platforms:** Web, Windows/.NET, Linux, Android

**Data:** SQL Server, PostgreSQL, MySQL, Redis

**Web:** HTML5/CSS/JS, Blazor, React

**Game Development:** Godot, Unity3D

## Professional experience

### Arhexa, February 2021 – present

#### Senior Software Engineer

(C#/.NET, Microsoft SQL Server, HTML5/CSS/JS, Javascript, Blazor)

Working for a Romanian fintech client specialized in treasury systems.

**Achievements** include:

- Contributed to multiple implementations of the client product.
- Co-designed the technical side of new products for the client.

### Arnia Software, May 2018 – December 2020

#### Senior Software Engineer

(C#/.NET, Microsoft SQL Server, ASP.NET MVC, EF, HTML5/CSS/JS, Typescript, React, RabbitMQ)

Worked for a UK client on a large product designed to help financial services companies track client relationships. I fixed bugs, helped with support requests, estimated, designed and implemented new features, provided technical guidance for less experienced developers, assisted business analysts with decisions that involved technical issues.

**Achievements** include:

- Improved development process by speeding up the edit/compile/run cycle for some parts of the product;
- Redesigned parts of the product to improve quality and performance;
- Helped rebuild the development environment after product changed corporate owners;
- Helped the local team navigate turnover in the client's team.

### RINF, May 2016 – February 2018

#### Programmer

(C#, SIP, CTI, Avaya/Broadsoft/Shoretel PBXes and related technologies, WPF, SQLite, Kotlin, Akka, Jetty)

Worked on:

- A WPF softphone and CTI application;
- Some server side software related to the above.

I used the .NET stack on the client side and Java on the server side.

**Achievements** include:

- Successfully took over a project with problematic infrastructure;
- Helped improve project infrastructure;
- Lots of bugfixes;
- New modules and new features;
- UX / product management work (fixes for UX issues in the application, came up with new UI elements to simplify user workflows).

## Ubisoft, October 2014 – November 2015

### Programmer

*(Java, C++, Android, JNI, Action Script 3, MySQL, Redis, Linux, Flash)*

I worked on a Facebook/mobile game similar to Clash of Clans. My tasks included investigating problems, fixing bugs, implementing new features.

**Achievements** include:

- Work on both client and server; debug and fix issues in a multi server setup with many different technologies.
- Streamlined the development process by documenting issues and working to make the setup easier to debug locally.
- Helped junior programmers get up to speed.

## Pluridio/SoftMentor, November 2013 – October 2014

### Software Engineer

*(.NET, C#, SQL Server, DevExpress Reports)*

Co-designed the company's product. Developed the server-side modules of the application. Helped with DevExpress reports on the client side.

**Achievements** include:

- Requirements analysis, design and implementation for the server side of the application.

## Personal Projects, July 2012 – October 2013

### Software Engineer

*(.NET, C#, Java, Android, Action Script 3, Flash, OpenFL, Virtual Machine design and implementation, Compiler design and implementation, Common Lisp)*

Designed, wrote and documented a .NET library that allows running interruptible, serializable processes (similar to the ones provided by Windows Workflow Foundation): <https://github.com/mbrezu/Shovel>.

Co-developed an Android photography application.

Used OpenFL and other game engines for a few unpublished projects.

**Achievements** include:

- Learned a lot about game programming and game design.
- Learned to write Android apps.
- Managed to design and implement a neat alternative to WF for long-running processes.

## SoftMentor, July 2008 – June 2012

### Software Engineer

*(.NET, C#, SQL Server, WinForms, WPF, Win32, JavaScript, Qooxdoo, ASP.NET)*

Responsibilities:

- maintain existing projects (bug fixing, performance and ease of use analysis and improvement);
- design and implement new features;
- automate parts of deployment/maintenance activities and incident analysis.

I worked on most of the company's products:

- a document management solution – MARS,
- a specialized document/case management solution for banks – MOTZ,
- a stock management solution – MARKETMENTOR.

I started working on MOTZ (some minor features, then worked on the build infrastructure and installer). For MARS I wrote a web client (using Qooxdoo and ASP.NET) and various features (better interface with the SQL Server full text search feature, refactoring of some internal APIs, transformation of the design to support a caching solution, countless minor features). Spent two years on a redesign and rewrite of MARKETMENTOR using a client-server architecture (I contributed to many of the design decisions on the server side - by designing large parts of the new product and reviewing design done by others and did most of the code re-writing for both server and client).

**Achievements** include:

- Requirements analysis, design and implementation for MARKETMENTOR.
- Design and implementation for many MARS features.
- Developed an auto-update feature for an older version of MARKETMENTOR that handled complex multi-computer setups.

## **Zitec, January 2006 – October 2006**

### *Programmer*

*(C++, C, Win32, COM, PHP, HTML, CSS, JavaScript)*

Developed various modules for Zitec projects:

- a Windows application that notified users of changes in a document management solution;
- a Windows Shell Namespace extension which provides easy access to documents in a central repository;
- a Firefox extension (and a matching Internet Explorer Browser Helper Object) to post-process web pages and display face recognition information as image overlays (the face recognition technology was developed and owned by the customer).

**Achievements** include:

- Learned a lot about Win32/COM on the job and successfully completed two projects using these technologies.

## **Ixia, March 2005 – October 2005**

### *Software Engineer*

*(TCL, C, C++, C#)*

Worked on the IxScriptMate (written in Tcl/Tk) testing software product. Maintained existing code, added new features.

**Achievements** include:

- Learned a lot about networking protocols and related testing methodologies.

## **Education**

### **Academy of Economic Studies, Bucharest, 2003-2007**

#### *Faculty of Cybernetics*

Highlights: Programming, Software design, Mathematics.

## **Known Natural Languages**

Romanian – native language.

English – advanced.

