Andrei-Marius **Longhin**

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Versatile, enthusiastic Software Engineer with experience in fast-paced, startup environments as well as larger, product-oriented companies. Always trying to give something back through open-source contributions and peer mentorship

Work Experience

Square (Block)   *London, United Kingdom*
Software Engineer   *May 2023 - Present*

- Risk Engineering

Stripe   *London, United Kingdom*
Software Engineer   *Jul. 2021 - Dec. 2022*

- Delivered plan for launching Stripe into a new market (identified market requirements, mapped to solutions, split into projects, created timelines & execution plan, onboarded other engineers, derisked and led initial execution)
- Was the first engineer of novel team targeting self-serve UX in specific markets: identified issues in onboarding process, designed solutions and executed, leading to 80% drop in user confusion (selecting "Not sure" in UI)
- Company building: mentor of 2 teammates, during 1 quarter I held more interviews than 97% of engineers at Stripe

Mimica Automation   *London, United Kingdom*
Software Engineer   *Sep. 2019 - Apr. 2021*

- Led projects involving multiple engineers, notably a complete restructuring of the UI/UX for the main process visualisation tool, which led to the company's first successful client engagements
- Helped scale web application to handle very large amounts of data (e.g by segmenting payloads of HTTP requests, leveraging browser cache etc.)
- Brought on multiple practices for reducing bugs and dev time (e.g unit and e2e testing, using typed languages, following well-known design patterns etc.)
- Mentored multiple colleagues to the extent that the team working on the web application grew from 2 to 8 people
- Made open-source contributions to Vis Network (graph visualisation library)

AmberBox   *London, United Kingdom*
Software Engineer   *Oct. 2018 - Aug. 2019*

- Created a user authentication and authorisation platform used by 3 different web applications
- Made open-source contributions to Californium (IoT networking library) and CodeceptJS (automated testing library)

Click Travel (TravelPerk)   *Birmingham, United Kingdom*
Software Engineering Intern; Junior Software Engineer   *Aug. 2016 - Sept. 2018*

- Devised an algorithm that masks card details from logs, which helped platform achieve PCI compliance
- Was promoted to regular employee after 1.5 months as an intern (worked during university)

Education

University of Birmingham   *Birmingham, United Kingdom*
BSc (Hons) in Computer Science   *Oct. 2015 - Jun. 2018*

Personal Projects

React Painter - Link to project
Typescript (React), HTML5 canvas

- Open-source React library that enables drawing on an HTML5 canvas, then saving the resulting canvas as a blob
- Library has 0 dependencies and is used by 100s of developers weekly

Browser Game Player - Link to project

- Q-learning based player of a browser game called Soccer Heads, where the aim is to score more goals than you concede
- Used PIL for game frame grabbing, cv2 for image processing and ball tracking, numpy for implementing q-learning algorithm, keyboard module for playing game programatically

Skills

Programming	Java, Typescript, Javascript, Kotlin, Python, Ruby
Backend	NodeJS, Spring
Databases	MongoDB, PostgreSQL, AWS DynamoDB
Frontend	React, Angular
DevOps	Docker, GCP stack, AWS stack