



Cosmin Marian Paduraru

SOFTWARE ENGINEER

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cosminpm



nimsoc

Backend Engineer with strong experience in Python and FastAPI, focused on building scalable, high-performance APIs. Skilled in SQL (*Postgres, MariaDB*), cloud deployments (*AWS*), and monitoring with *Datadog*. Some front-end experience with React and Flutter.

SKILLS

Programming

- Python (*Python3, FastAPI, Flask*)
- AWS
- Terraform
- SQL (*Postgres, MariaDB*)
- NoSQL (*DynamoDB*)
- File storage (*S3*)
- OpenCV
- Flutter

Languages

- Native Spanish
- Native Romanian
- Proficient English

EXPERIENCE

Software Engineer - Criteo

Mar. 2024 - Current / Remote, Spain

- Developing and maintaining the **Opportunities Management** system that updates and manages recommendations of internal Data Analysts to enhance Criteo's and clients revenue by providing a webpage to facilitate this data.
- I migrated critical API endpoints from **Flask to FastAPI**, applying design patterns (*Repository pattern, Unit of Work, Singelton*) and code refactoring that improved endpoint response speed by 43%.
- I created **integration with Salesforce** to retrieve status opportunities.
- I created the MVP for the **notifications system** across all internal Global Automation tools.

Python (*FastAPI/Flask*) • Cloud • Git • MariaDB

Software Engineer - Glovo

Oct. 2022 - Feb. 2024 / Barcelona, Spain

- I helped and developed a Python FastAPI for the **data platform team** that enabled programmatic interaction to create and manage data products directly within AWS, reducing development time for simpler data products from **10 days to 1 day**.
- I **enhanced observability** and monitoring of the data platform using Datadog, covering over 300 data products and reducing unnoticed failure rates from **40% to under 10%**.
- I implemented an **automated ECR image cleanup process**, reducing architectural complexity and lowering service costs by 5%.
- I designed and implemented a **customized CI/CD pipeline** for seamless version deployments, supporting a service uptime of 99.5%.
- I leveraged Infrastructure as Code using Terraform to automate provisioning and management of AWS resources, improving deployment consistency and scalability.

Python (*FastAPI*) • Java • Terraform • AWS • GitHub • DataDog

Data Analyst Intern - Amazon

Jun. 2022 - Sep. 2022/ Barcelona, Spain

- I created a Python custom tool for Excel file processing, enabling the generation of **personalized summaries** sent via Amazon SES to clients, reducing user time from 10 min to 2 seconds.
- I developed an **error-detection tool** for databases, utilizing complex querying and external API integration to detect wrong country codes.
- I improved transportation pipeline accuracy by 2%.
- I designed visualization tools with Quicksight to enhance data understanding and implemented custom ETLs to set up alarms and efficiently monitor data flow.

Python (*Scripting*) • AWS • Database Analysis

Other internships (Sewan + AITalentum)

6 months / Murcia, Spain

- I developed basic backend functionality using Python and SQL.
- Automatic file organization with regex.
- I created unit and integration tests, ensuring robust code quality.
- I created the skeleton of a chatbot from scratch that was used to develop the final version.
- I developed functionality for **entity and intention detection**, while meticulously documenting the chatbot's functionality and design.

Python • Rasa • SQL

EDUCATION

Bachelors Degree Software Engineering - University of Murcia

Sep. 2018 - Jun. 2022

Grade 7.59/10. Specialization in Computation and AI.

• Python • Java • C# • C++ • C • Assembly • Bash • SQL • Unity

PROJECTS

Bottle Caps

Personal project that showcases a comprehensive implementation of various cutting-edge algorithms using Python and OpenCV for the detection and identification of BottleCaps.

- Image Processing and ML techniques for Image recognition.
- API development and model productivization with FastAPI
- Frontend development through Flutter and Dart

Python • Computer Vision • Firebase • Flutter • Dart • Pinecone • Vercel • Railway

Procedural 3D Generation Terrain

Incorporating a mesh editor tool for crafting procedural landscapes. I created various procedural terrain generation tools, including cave generation, and also used shaders for water generation, lighting, and other visual enhancements.

C# • Unity • Procedural Generation • Blender

AWARDS AND ACHIEVEMENTS

- Speaker at at PyCon Ireland 2024
- Qualified for Ada Byron National Competitive Programming Finals
- Participant in Codecamp III and Codecamp IV
- Top 16/1000 Team in Hacker-Academy of INCIBE