

Bogdan Gherasim

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Skills

Languages

Java, Python, Javascript, Groovy

Frameworks

Spring, Micronaut, Mockito, ReactJS, SvelteKit

Architecture

REST, SOAP

Tools

Git, Gradle, Ansible, Jenkins, Elasticsearch, Logstash, Kibana, Victorops, Prometheus, Grafana, Consul, Terraform, CockroachDB, Hazelcast, Openstack, AWS, RabbitMQ, Micrometer, Dynatrace, Splunk/Victorops, Neo4j, Docker

Techniques

Feature Toggles, Story Slicing, SOLID

- Part of a greenfield project with a medium-sized team. Built new processes from the ground up to accommodate a new set of workflow and administrative management tools, communicating with the existing system to allow product personalisation. We integrated with third-party software and hardware to allow automated bottle engraving, artwork composition, printing and product assembly.
- Analysing system performance, proposing and delivering work to automate and optimise manual processes or improve scalability and responsiveness to align with peak period needs. Made use of new technologies, mentored a group of new members and started covering scope, documentation of system design and implementation of new features.
- Acquired an adaptive skillset, including accurate assessment and quick turnaround in events with high potential impact. Among the tools that help me successfully manage each major incident is leveraging scripting to identify and provide fixes for such situations. Using a versatile, general-purpose scripting language such as python allows me to narrow down the source of the problem in an emergency and to supply temporary, ad-hoc solutions when required.

Experience

The Hut Group

SOFTWARE ENGINEER

2019 - present

- Part of a medium-sized team, developing the company's proprietary Warehouse Management System capable of fulfilling orders from hundreds of websites with stock for millions of products. Fulfilling orders for 15 warehouses split between 4 continents involves maintaining over 50 microservices per environment that scale storing, picking, packing, sorting and shipping units for a million daily orders during peak periods. Using a SCRUM approach to build on the existing platform and an Event-Driven Architecture (using AWS EC2, S3, SQS, SNS CloudWatch and later migrated to Openstack, RabbitMQ and others) to deliver highly configurable solutions for projects worth millions of pounds.
- I started as a Graduate Software Engineer working for the outbound team of the WMS, through to the Software Engineer level and more recently started on a leadership development path. I got involved in incidents and started participating in the on-call shift rotation early (2 years+), being the point of contact to resolve any major incidents arising during the shift. Further develop a leadership progression by identifying personal areas to improve, such as stakeholder management and seeking regular feedback on my work. Was in charge of interviewing, onboarding, developing and mentoring individuals.

Education

University Of Manchester

BSc COMPUTER SCIENCE

2016 - 2019

- Third year project consisted of producing a tool based on the open-source European FAIRDOM platform, that uses a stack of software platforms for research data management. It is aimed for the use of researchers to visualize, collect and present data.
- Required planning, research and gathering information from the platform developers and administrator. Worked with python, using the Jupyter-Notebook web app and required close study of the API.
- The final product has been passed onto other students to continue development within other third year projects for the next couple of years after.

Projects

Blog - gherasim.co.uk

- A simple but useful web page application built with SvelteJS and hosted with Vercel, where, at the moment, I host this CV, and plan to start a blog on a variety of topics in the future.
- Also built a tool to facilitate updating and publishing my CV. You can check the repo out on github.

Cards Against Humanity

- A web app version of the renowned cards game which I built during the pandemic. Log in and host game, share the room code with your friends and play the game in the browser.
- Built with Micronaut, React and using WebSockets for live user communications.

Discord Vo-IP Bot

- Team of 2, created a bot for the Discord App that plays audio files simultaneously for all the users in a chat room. Supports 8 different input sources(YouTube, Spotify, SoundCloud, etc)
- Built using Maven and a combination of other different API's integrated together.