

Vladimir Frunza

Yerevan, Armenia
+37491183932
hex@umonkey.net

Professional Summary

A results-oriented Principal Engineer with deep expertise in system and software architecture, pragmatic technology selection, and cloud infrastructure optimization. Passionate about creating robust, efficient, and scalable systems that solve complex challenges and directly impact business goals.

Experience

NOV 2020 - JUL 2025

EFC GmbH, Germany – *Principal Engineer*

- Spearheaded the complete architectural overhaul of a high-traffic, short-form video platform, successfully transforming an unstable monolith into a highly scalable and resilient microservices application.
- Held full ownership of technology selection and system design to drive the platform's technical strategy.
- Led and mentored a team of developers and QA engineers, establishing new best practices for testing, deployment, and infrastructure management.

APR 2012 - NOV 2020

Freelance – *Full Stack Engineer*

- Delivered numerous backend and full-stack projects for a diverse range of clients.
- Specialized in the web stack, utilizing extensive skills in PHP, Python, and JavaScript to build robust applications.
- Developed custom applications for Linux desktop environments using PyGTK and Vala.

STONE AGE - APR 2012

Early Career – *Software Engineer*

- Built a strong foundational career in a variety of software engineering roles at multiple companies.
- Gained extensive experience across frontend, backend, and embedded systems, demonstrating versatility and a capacity for continuous learning across different technologies.

Personal Projects

MAR 2024 - NOW

Trees of Yerevan – github.com/umonkey/treemap

A full-stack tree mapping application designed to [describe its main goal in one line], which currently serves an active user base.

- Architected and developed the system following a container-first (Docker), mobile-first, and API-first design, featuring a resilient backend API in Rust.
- Implemented asynchronous job processing using message queues to ensure high performance and robustness for data-intensive operations.
- Integrated geospatial libraries (Leaflet.js) to handle complex data visualization and user interactions.
- Designed a scalable database schema to manage large volumes of user-generated and geographic data.

Skills

System architecture, software architecture, microservices, performance engineering, scalability, cloud infrastructure, IaC. Languages: Rust, PHP, Python, TypeScript.