



Valentin Radu

Software Engineer

Porto, Portugal

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Background

My work spans multiple software layers, from consumer applications down to the systems beneath them. I began building native software for Apple platforms and the web, with a long run in user-interface engineering, then moved into low-level systems work and, more recently, applied machine learning. What ties it together is an interest in how things work down to the hardware they run on, which also keeps me close to electronics and the physics underneath.

Focus

Applied ML

- Model serving and inference
- Fine-tuning
- Agentic workflows
- Self-hosted deployment

Unix systems

- Systems programming: syscalls, processes, signals
- Concurrency: lock-free structures, atomics, memory ordering
- Async runtimes and event-driven I/O
- Profiling and hot-path optimisation

Applications

- iOS, macOS, web
- Audio and graphics programming

Experience

Engineering lead

Kinoto · Porto, Portugal · Jan 2023 – Present

Building a platform for self-hosted AI: model serving, deployment automation, and the integration layer connecting AI models with existing business systems.

- Designed the system architecture: API surfaces, deployment pipelines, and service integration
- Self-hosted model serving and on-premise orchestration
- RAG pipelines: vector search, retrieval, and embedding workflows
- Security and privacy hardening for on-premise deployments
- Product direction and hands-on delivery

Software engineer

xymatic · Berlin, Germany · Jun 2022 – Jan 2023

Built core features for a next-generation social platform.

- UI engineering: component architecture, design system, refactoring
- Greenfield iOS application

Software engineer

Audyo · London, UK · Feb 2021 – Feb 2022

Built the iOS application for a service that turns books into narrated audiobooks.

- Low-level audio APIs: playback engine, streaming, real-time synthesis pipeline
- Greenfield iOS application

Software engineer → Solutions architect

MotionTools · Hamburg, Germany · Oct 2017 – Jun 2019

Architected and built a SaaS platform for last-mile delivery logistics.

- Led iOS development: native app with real-time location tracking
- Designed and implemented the core platform architecture, client to backend
- Backend services and real-time features

Principal software developer

Codewise Systems · Cluj, Romania · Sep 2011 – Nov 2017

Built and shipped multiple iOS applications, with a focus on audio and signal processing.

- **Top 10** instrument tuner in its category, outperforming competitors on accuracy and responsiveness
- Custom audio engine: pitch detection and real-time signal processing pipeline
- Took the main product from prototype through release to a **successful exit**
- Multiple consumer applications across audio, graphics, and rich client UI

Software engineer

Endava · Cluj, Romania · Dec 2014 – Feb 2016

Delivered iOS applications for telecom clients.

- Rich UI and deep business logic for end-user applications
- Integration with custom hardware: actuators, access points, routers, and other telecom equipment

UX engineer

iQuest Group · Cluj, Romania · Jun 2009 – Sep 2011

Designed the user experience for Trip Journal, winner of the Google Android Developer Challenge Grand Prize.

- Led UX from concept to award-winning launch
- Wireframes, prototypes, and final UI designs

Electrical CAD designer

Comser · Cluj, Romania · 2006 – 2009

Drafted electrical systems for large building projects, working alongside the project engineer. Started out hands-on as an electrician.

Technical Skills

Category	Abilities
Languages	Rust, C, Swift, Python
ML	Model serving, inference optimisation, fine-tuning, vector search, retrieval, embeddings, quantisation
Low-level	Unix internals, systems programming, lock-free concurrency, async I/O, performance profiling
Application	iOS, macOS, audio and signal processing, graphics programming
Backend	API design, server architecture, database integration

Education

Bachelor's degree · Computer Science · Philosophy

Babeş-Bolyai University · Cluj, Romania · 2005 – 2009

Awards

Google Android Developer Challenge, Grand Prize · 2009

Designer of Trip Journal, recognised for innovative concept and design, and awarded Best Android Application for Travel.