

PROFESSIONAL EXPERIENCE

	Software Engineer (Mid-level)	at Robert Bosch Engineering Center
	<ul style="list-style-type: none"><li>➡ Built and rolled out an <b>AI Code Reviewer</b> for our codebase; reduced manual review overhead and accelerated delivery for developers.</li><li>➡ Contributed in <b>Generative AI for Software Development</b> communities (20% time); advocated <b>GitHub Copilot</b> and agentic workflows.</li></ul>	
2022 – Present	<ul style="list-style-type: none"><li>➡ Delivered features across the web stack: <b>Angular</b> (frontend), <b>C#/.NET</b> APIs, <b>MongoDB</b>.</li></ul>	
Cluj-Napoca, RO	<ul style="list-style-type: none"><li>➡ Tesseract accelerator: validated and implemented a new automotive safety function; led an innovation initiative in my department.</li><li>➡ Completed the <b>Hugging Face Agents Course</b>; built a local-LLM agent with <b>Qwen-32B</b> using <b>LangGraph</b> and <b>LlamaIndex</b> to tackle complex domain questions.</li><li>➡ Published “<b>Introduction to RAG Systems</b>” in Today’s Software Magazine (TSM); open-sourced an end-to-end <b>RAG</b> implementation in Python (see <a href="#">GitHub</a>).</li><li>➡ Agile, cross-functional development for safety-critical automotive software in a <b>multinational</b> team.</li></ul>	

EDUCATION

	Bachelor’s degree, Computer Science	at University of Bucharest
	<ul style="list-style-type: none"><li>➡ Focus: <b>OOP, Data Structures Algorithms, AI, Deep Learning, OS, Web.</b></li></ul>	
2021	<ul style="list-style-type: none"><li>➡ Built hands-on products blending <b>robotics</b> (Arduino), <b>CAD</b> (Fusion 360), and software; entrepreneurial, user-focused mindset.</li></ul>	
Bucharest, RO	<ul style="list-style-type: none"><li>➡ Thesis: <b>Augmented Reality</b> multiplayer strategy game (Unity, C#).</li></ul>	
	Bachelor’s degree, Orthodox Theology	at University of Bucharest
2019	<ul style="list-style-type: none"><li>➡ Bachelor’s degree in patrology with grade 9.25 out of 10.</li></ul>	
Bucharest, RO	<ul style="list-style-type: none"><li>➡ The faculty helped me deepen my knowledge about the Orthodox Christian philosophy and to enrich my perspective on the reality.</li></ul>	

SELECTED PROJECTS

- ➡ [End-to-end RAG System \(Python\)](#): Local **RAG** pipeline (**LM Studio** + **FAISS**): ingestion, chunking, retrieval, re-ranking, and evaluation.
- ➡ [AI Code Reviewer](#) (internal, Bosch): LLM-assisted static reviews with repository context; reduced review time and flagged risky changes early.
- ➡ [Local LLM Agent \(LangGraph & LlamaIndex\)](#): **Qwen-32B** running locally; tool-augmented reasoning to answer complex domain questions (Hugging Face Agents Course).
- ➡ [Arduino Matrix Game](#): Retro Bomberman console, dual controllers; designed in **Fusion 360**, **3D printed**.
- ➡ [Self-balancing Arduino Motorbike](#): PID-stabilized, radio-controlled motorcycle; designed in **Fusion 360**, **3D printed**.
- ➡ [CT Image Classification \(Kaggle\)](#): Pulmonary CT vessels; SVM, CNN, **ResNeXt101-32x8d** + FC head; **74.29%** vs required **39.38%**.
- ➡ [Data Structures in C++](#): Templated headers: List, AVL tree, etc.

SKILLS

AI/ML	:	LLMs	RAG	LangChain/LangGraph	Prompting
		PyTorch	Vector DBs		
Backend & Infra	:	C#/.NET	Python	Docker	Git
Frontend	:	Angular	TypeScript	HTML/CSS	
Core CS	:	OOP	Data Structures	Design Patterns	
Tools	:	Unity	Fusion360 (CAD)	Arduino	LaTeX
Languages	:	Romanian: native	English: working proficiency		