

## PROFESSIONAL EXPERIENCE

### Software System Engineer

*at S.C. ROBERT BOSCH S.R.L.*

- 2022 - Present  
 Bucharest and Cluj-Napoca, RO
- ➡ I worked in an **agile** environment within an exceptional **multinational team**.
  - ➡ I took part in the professional community to promote Gen AI tools for software development, such as Github Copilot and Agentic workflows.
  - ➡ I joined the TesseractHub accelerator and, together with my team, we validated and implemented a new safety function for cars. I also lead an innovation initiative within my department.
  - ➡ I was proactive in my professional development by dedicating 4 hours per week for learning. I also interviewed and mentored students.

### Data entry, validation and processing operator

*at S.C. DATAMONDIAL S.R.L.*

- 2017  
 Galați, RO
- ➡ I learned to type faster and pay more attention to details.

## STUDIES

### Bachelor's degree

*at Faculty of Mathematics and Computer Science, University of Bucharest*

- 2021  
 Bucharest, RO
- ➡ During this period, I discovered my passion for robotics, at the optional course "Introduction to Robotics with Arduino" and I participated online in the 3D Modeling and Printing course (see [homeworks](#)) what inspired me to buy a 3D printer.
  - ➡ Other subjects that inspired me are: **Object Oriented Programming**, **Data Structures and Algorithms**, Computing Systems Architecture, Operating Systems, Graph Algorithms, Web Techniques, **Artificial Intelligence** and the optional **Deep Learning** course.
  - ➡ In the end, I supported the license in the field of **Augmented Reality**, and I designed an **android application** that represents a **multiplayer strategy game** in **Unity** using **C#**.

### Bachelor's degree

*at Faculty of Orthodox Theology Justinian Patriarch, University of Bucharest*

- 2019  
 Bucharest, RO
- ➡ Bachelor's degree in patrology with grade 9.25 out of 10.
  - ➡ The faculty helped me deepen my knowledge about the Orthodox Christian philosophy and to enrich my perspective on the reality.

## PROJECTS

- ➡ [Arduino Matrix Game](#): Gaming console with two controllers equipped with a **3D printed** case made of several components modeled in **Autodesk Fusion 360 (CAD)**. Runs a retro version of the **atomic bomberman** game in single player mode (vs **AI**) or in two players (PvP).
- ➡ [Machine Learning Classification](#): Kaggle competition for **image classification** of pulmonary tomography images with three types of blood vessels: native, arterial and venous. I used Support Vector Machine (**SVM**), Convolutional Neural Networks (**CNN**) and I modified the **Resnext101\_32x8** model by adding four fully connected layers. I obtained the accuracy of 74.29%, well above the **required 39.38%**.
- ➡ [Data structures in C++](#): Header file in **C++**, containing **classes with templates** implementing useful data structures (**List**, **balanced tree AVL**, **s.a.**).
- ➡ [Arduino Bike](#): A 3D printed **motorcycle** (with *headlights*, *taillights*, *signals*, etc.) that **maintains its balance** (using **PID**), controlled by **radio**. The **remote** had a Joystick (direction) and a button (horn).
- ➡ [AI Pygame](#): **GUI game** on a variable size board, playable between *two players*, against **AI** or **AI vs AI**. The computer moves using the *Min-Max* or the *Alpha-beta* optimized version, chosen from the main menu.

## SKILLS

Programming	:	C \ C++	C#	Python	Javascript
Markup	:	LaTeX	HTML	CSS	
Concepts	:	Data Structures	OOP	Design Patterns	
Technologies	:	Git	Docker	pyTorch (Deep Learning)	
Software	:	Arduino	Fusion360 (CAD)	Unity	
Languages	:	Romanian: native	English: working proficiency		