Cluj-Napoca, RO

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Professional experience

Software Engineer at *Robert Bosch Engineering Center*

2022 – Present Cluj-Napoca, RO

- Built and rolled out an **AI Code Reviewer** for our codebase; reduced manual review overhead and accelerated delivery for developers.
- Contributed in **Generative AI for Software Development** communities (20% time); advocated **GitHub Copilot** and agentic workflows.
- Delivered features across the web stack: **Angular** (frontend), **C#/.NET** APIs, **MongoDB**.
- TesserHub accelerator: validated and implemented a new automotive safety function; led an innovation initiative in my department.
- Completed the **Hugging Face Agents Course**; built a local-LLM agent with **Qwen-32B** using **LangGraph** and **LlamaIndex** to tackle complex domain questions.
- Published "**Introduction to RAG Systems**" in Today's Software Magazine (TSM); open-sourced an end-to-end **RAG** implementation in Python (see GitHub).
- Agile, cross-functional development for safety-critical automotive software in a **multinational** team.

Education

Bachelor's degree, Computer Science at *University of Bucharest*

2021 Bucharest, RO

- Focus: **OOP**, **Data Structures Algorithms**, **AI**, **Deep Learning**, OS, Web.
- Built hands-on products blending **robotics** (Arduino), **CAD** (Fusion 360), and software; entrepreneurial, user-focused mindset.
- Thesis: **Augmented Reality** multiplayer strategy game (Unity, C#).

Bachelor's degree, Orthodox Theology at *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.

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