

PROFESSIONAL EXPERIENCE

- Software System Engineer** at *S.C. ROBERT BOSCH S.R.L.*
- 2022 - Present
 ➡ I worked in an **agile** environment within an exceptional **multinational team**.
 ➡ I interviewed and mentored students.
- Bucharest, RO
 ➡ I joined the TesserHub 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 day for learning.
- 2017
Data entry, validation and processing operator at *S.C. DATAMONDIAL S.R.L.*
 Galați, RO ➡ I learned to type faster and pay more attention to details.

STUDII

- 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 Algorithmics, 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 Bishop, 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.

PROIECTE

- ➡ [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.

APTITUDES

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: nativ	English: working proficiency		