

PROFESSIONAL EXPERIENCE

Software Engineer (Mid-level)

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**.

➡ Tesseract 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

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|-----------------|---|------------------|------------------------------|---------------------|-----------|
| 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 | | |