Andrei Dascălu

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Education

Delft University of Technology — Delft, The Netherlands
B.S. in Computer Science and Engineering — *Sep. 2021 – June 2024*

Mihai Viteazul National College — Bucharest, Romania
Mathematics-Informatics Profile — *Sep. 2017 – Jun. 2021*

Experience

Project Intern — Mar. 2023 – Jun. 2023
Delphy B.V. — *Delft, The Netherlands*

- Developed a mobile Android application that uses image processing and machine learning techniques to analyze characteristics of strawberries including ripeness, sweetness, marketability, roundness, and smoothness.
- Collaborated with the Algorithmics group of TU Delft to incorporate a feature analysis model.
- Designed an augmented reality mode utilizing CameraX for real-time image analysis and image segmentation.
- Integrated a pre-trained YOLOX model for image segmentation using TensorFlow Lite.
- Won the Best Demo Award at the 2023 BNAIC/BeNeLearn conference.
- Technologies used: Java (Language), Python (Language), TensorFlow Lite (API), CameraX (API), Android (Platform), Espresso (Testing Framework)

Projects

KNBN | *JavaScript, HTML, CSS, Tailwind CSS* — Apr. 2024 — Present

- Currently developing a responsive Kanban board website to help users organize tasks and improve workflow.
- Developed smooth drag and drop feature for tasks.

Portfolio Website | *JavaScript, HTML, CSS, Tailwind CSS, React.js, Three.js, Vite* — Mar. 2023 — Present

- Developed a responsive portfolio website to showcase personal projects, skills, and achievements.
- Used React.js to build dynamic, reusable components and manage the website's state.
- Used Tailwind CSS for styling.
- Integrated Three.js to create and render interactive 3D graphics.
- Deployed using Vite.

Pizzeria Back-end System | *Java, Spring Boot, H2 DB, Postman, Mockito* — Nov. 2022 — Jan. 2023

- Developed a back-end ordering system application as part of the Software Engineering Methods course.
- Implemented functionality for order creation, restaurant menu updates, regional chain management, client authentication and manager actions.
- Used microservices architecture to enhance scalability and maintainability of the application.

Quizzz! Game | *Java, Spring Boot, JavaFX, H2 DB, Postman* — Mar. 2022 — Apr. 2022

- Developed a multiplayer quiz game based on energy consumption questions, as part of the Object-Oriented Programming Project course.
- Used Spring Boot to develop the backend services, including game logic, player management, and RESTful APIs for communication between the client and server.
- Used JavaFX to create an interactive used interface.

Recursive Raytracer | *C++, OpenGL* — Oct. 2022 — Nov. 2022

- Developed a ray tracer built as part of the Computer Graphics course.
- Implemented functionalities such as shadows, area lights, texture filtering, depth of field and acceleration data structures for .

Honors & Awards

Best Demo Award | *BNAIC/BeNeLearn AI & ML conference*   Nov. 2020

Skills

Languages: Java, JavaScript, HTML/CSS, Python, Scala, SQL
Frameworks: Spring Boot, React.js, Node.js, Tailwind CSS, JUnit, Mockito
Tools: Git, Postman, PostgreSQL, JavaFX, Maven, Gradle
Spoken languages: Romanian (Native), English (C2 Proficiency), German (Beginner)
Interpersonal skills: Time management, Leadership, Critical thinking, Teamwork, Perseverance, Responsibility, Problem solving