Bogdan FLORIS

Software Engineer | Artificial Intelligence Graduate Student

• Amsterdam, Netherlands | Bucharest, Romania

Determined and focused software engineer and graduate student in Artificial Intelligence. I'm interested in building scalable web applications, distributed programming, and machine learning. I am skilled in various programming languages including Python, Java, Rust, and Go.

EDUCATION

2020	Master's degree in A	Artificial Intelligence f	from the University of	Amsterdam

2018 Bachelor's degree in Computer Science and Engineering from Eindhoven University of Technology

2015 High-school diploma from Saint Sava National College, Bucharest, Romania

SKILLS

Programming Python, Java, Rust, Go, Kotlin, .NET (C#), Javascript, HTML, CSS

Frameworks Django, Rocket (Rust), Spring, Spring Boot, React
PostgreSQL, Microsoft SQL Server, MongoDB
Development environment Jetbrains IDEs, git, Visual Studio Code, vim

Operating systems macOS, Ubuntu, Archlinux

Data Science Machine Learning, Deep Learning, Boosting, NLP, Information Retrieval

EXPERIENCE

August 2019 June 2019

Software Engineer Intern, DATACAMP, Leuven, Belgium

- > Was part of the Automated Feedback Systems team whose task was to provide automatic and individual feedback to students' submissions to exercises
- > During my time here, we developed a new system for providing feedback to exercises using the Scala programming language, while also maintaining the already existing systems
- > Also implemented Continuous Integration workflows for already existing repositories

Python Pycharm CircleCI PostgreSQL Microsoft SQL Server Node.js React

April 2018 July 2018

Bachelor Final Project, TU/E, Eindhoven, Netherlands

- > Built a banking web application as part of the bachelor final project, together with 9 other students
- > Tech stack included: Python with the Django web framework, PostgreSQL, and Vue.js for the frontend
- > My responsibilities included: building the database scheme and the event queueing mechanism (all based on the event sourcing design pattern), and implementing several REST API endpoints

Python Django Pycharm PostgreSQL

Nov. 2017 April 2018

Data Analytics Tutor, TU/E, Eindhoven, Netherlands

- > Tutored a group of 30 students twice a week on data analysis using Python packages like Numpy, Pandas, Matplotlib, and Sklearn.
- > Graded the students' two programming assignments

Python Numpy Pandas Matplotlib Sklearn

PROJECTS

add-gitignore 2019 - PRESENT

Rust CLI application

github.com/BogdanFloris/reinforcement-learning-lib

Python library that implements some common reinforcement learning algorithms using the OpenAI Gym environments

Python Reinforcement Learning Tensorflow OpenAl Gym

RECTANGLE PACKING 2017 - 2017

github.com/BogdanFloris/rectangle-packing
Desktop application that packs the given input rectangles into the minimum enclosing rectangle. This problem is NP-Hard and uses three different algorithms depending on the size of the input

Java NP-Hard