# Dănilă Mihai Bogdan

**Electrical Engineering and Computer Science** 

# CONTACT

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# **EDUCATION**

## TRANSYLVANIA UNIVERSITY **BRASOV**

Master's Degree 2024 - Present

Advanced Systems in Automation and Information Technologies

Bachelor's Degree 2020 - 2024

Electrical Engineering and Computer Science

## **ARTS HIGH SCHOOL "IONEL** PERLEA" SLOBOZIA 2016 - 2020

Matemathics-Informatics Intensive In Informatics

# SKILLS

- Programming Languages: C++, C, C#, Python, Java, HTML, CSS, JavaScript, Git, Fork
- Attention to Detail
- Problem Solving
- Multitasking
- AutoCAD
- CATIA V5
- MATLAB
- Microsoft Office

# **ACHIEVEMENTS**

- Certificate of Participation and Qualification at Innovation Labs HACKATHON
- 1st Place at Energy Challenge HACKATHON
- 2nd Place at GREEN LIFE HACKATHON
- · Certificate of Participation at BRD FIRST **TECH CHALLENGE ROMANIA**, SEASON 2018-2019

## **ABOUT ME**

**Engineer** in the field of **Robotics** with a strong passion for **technology** and programming. Experienced in software development both individually and collaboratively within a team environment. Skilled in creating practical and efficient solutions for diverse projects, continuously driven to embrace **new challenges** that enhance my **skills** and expand my knowledge

# **WORK EXPERIENCE**

#### **ICEBERG+**

Technician in the SmartCityLivingLab Project 2024 - 2025

- Managed and monitored the functionality of sensors designed for agriculture, water purity, and air pollution.
- Ensured optimal operation of sensors located in Braşov, Tulcea, Slobozia, and Constanta, overseeing the collection and transmission of environmental data.
- Integrated collected data into a dedicated analysis and visualization platform, facilitating data-driven insights

#### **ARTBYTE**

Mentor in the Augmented Reality Department 2023 - 2024

- Mentored and coordinated the team in the Augmented Reality Department. leading the development of **AR applications** for diverse client projects.
- Collaborated closely with team members to create innovative and customized AR solutions aligned with client technical and design requirements.
- Provided technical support and constructive feedback throughout the development process, ensuring high-quality results

PhotoBoot App

2024 - 2024

- I worked as part of a 3-person team on developing an AI application in Python, aimed at selecting the appropriate style for an image.
- The application first generated an image based on a photo taken in real time of a person. Using machine learning algorithms, we analyzed the photo and applied specific styles to the generated image.
- I gained experience in image processing and team collaboration, while improving my Python programming skills and understanding of AI applications in real-world

#### **IBM and Caditec Internships**

Internship Experience as a Software Developer and Automation Engineer 2022, 2024

- Contributed to the development of a cinema application during my internship at IBM in 2022, utilizing Java, Git, and Fork.
- Participated in the design and assembly of electrical panels for industrial robot control at Caditec in 2024, gaining experience in selecting and integrating components to ensure the functionality of electrical systems.
- Implemented features enabling users to book movie seats and schedule viewings at preferred times, while enhancing my programming skills and developing a deeper understanding of industrial automation processes by collaborating with team members and ensuring efficient management of reservations in a database

# **PROJECTS**

## Diploma Project: Developing a Plotter-Type Robot to Execute a Range of Tasks Efficiently

- I designed and developed a plotter-type robot to perform precise drawing and tracing tasks
- I used a stepper motor for precise control of the robot's movements and a pen holder for tracing on paper
- I implemented software algorithms for motion planning and task automation, gaining experience in robotics and control systems

## AI Application for Extracting and Implementing Background Sounds

- · I created an AI-based application for extracting and implementing background sounds into audio files
- I used machine learning algorithms to recognize and replace background sounds based on user preferences
- I gained experience in audio processing and deep learning models for real-time sound enhancement

#### **Lidar Sensor in Linux**

- LiDAR sensor integration with a Linux operating system for distance measurements and 3D mapping
- Configured and calibrated the LiDAR sensor for real-time data acquisition
- Gained experience in sensor integration, Linux systems, and the use of LiDAR technology for autonomous applications

## **Gearbox Project in CATIA**

- I designed a gearbox using CATIA software to create an efficient transmission system
- I created 3D models of gears and the transmission shaft, optimizing the system's performance
- The project helped me develop skills in mechanical design and engineering analysis for complex systems.

## Arduino Project: Automatic Parking Car

- I developed an automatic parking system using Arduino and sensors to detect obstacles
- I implemented control algorithms to autonomously maneuver the car into the parking space
- I gained experience in embedded systems, Arduino programming, and robotic control systems

## Robotic Manipulator System

- I built a robotic manipulator system to perform automated tasks such as picking and placing objects
- I integrated **servo motors** and **sensors** to ensure precise control of the robotic arm's movements
- I gained experience in robotics, automation, and motion control through both software and hardware development

## **Hydraulic Piston**

- I designed a hydraulic piston system for controlling fluid movement and pressure
- I created **hydraulic circuits** and tested the system for performance and durability under varying loads
- The project strengthened my knowledge of fluid mechanics, hydraulic systems, and industrial design