



Dănilă Bogdan

Student at Electrical Engineering and Computer Science

Graduate of the Faculty of Electrical Engineering and Computer Science, specializing in Robotics, passionate about technology and programming. I have experience in software development, both individually and as part of a team, and I am always open to new challenges that allow me to improve my skills and learn new things. I focus on finding practical and efficient solutions for the projects I work on.

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danila-bogdan

SKILLS

Programming Languages:
C++, Python, Java

Multitasking

Editing in Photoshop and
Lightroom

3D Modeling using CATIA,
SolidWorks, Blender

LANGUAGES

Română: Native Language

Engleză: Intermediate-Advanced Level

INTERESTS

Video Games

In-depth Examination of
Computer Components

Video Game Programming
and Testing

EDUCATION

Graduate

Ionel Perlea High School of Arts
09/2008 - 06/2020

Slobozia, Romania

Graduate

Electrical Engineering and Computer Science
10/2020 - 07/2024

Braşov, Romania

Present

Master's in Advanced Systems in Automation and Information Technologies
10/2024 - Present

Braşov, Romania

ORGANIZATION

ARTBYTE

Mentor in the Augmented Reality Department
09/2020 - Present

• As a mentor in the Augmented Reality Department, I coordinated and guided the team in developing AR applications for various client projects. I worked closely with team members to create innovative and customized solutions, ensuring that each application met the technical and design requirements of the clients. In addition to providing technical support and constructive feedback, I was involved in all stages of development, from concept to implementation.

ICEBERG+

Technician in the SmartCityLivingLab Project
02/2024 - Present

• In the SmartCityLivingLab project, I was responsible for managing and monitoring the functionality of sensors implemented for agriculture, water purity, and air pollution. I ensured the proper operation of sensors placed in the areas of Braşov, Sânpetru, and Constanţa, collecting data and transmitting it to servers. Subsequently, I integrated this data into a dedicated platform for analysis and visualization. This role allowed me to contribute to the development of smart solutions for environmental monitoring and improving quality of life in communities.

ACHIEVEMENTS

• Certificate of Participation and Qualification at Innovation Labs HACKATHON
Organized by: Tech Lounge Association

• 1st Place at Energy Challenge HACKATHON
Organized by: E.ON Romania

• 2nd Place at GREEN LIFE HACKATHON
Organized by: Transilvania University of Braşov

• Certificate of Participation at BRD FIRST TECH CHALLENGE ROMANIA, SEASON 2018-2019
Organized by: Ministry of National Education, Naţie prin Educaţie Association

PROJECTS AND EXPERIENCES

• Internship

-IBM: During my internship at IBM, I contributed to the development of a cinema application using Java, Git, and Fork. I implemented various features that allowed users to book movie seats and schedule viewings at desired times. These reservations were efficiently managed and stored in a database. Throughout the project, I had the opportunity to enhance my programming skills, work as part of a team, and apply theoretical knowledge in practice.

-CADITEC: I participated in an internship at Caditec as an automation engineer, where I worked with a team on designing and assembling electrical panels for industrial robot control. During this internship, I learned to select and integrate necessary components to ensure the functionality of electrical systems and configure circuits for various industrial applications. Collaborating with colleagues allowed me to develop technical skills and gain a better understanding of industrial automation processes.

• Gearbox Project in CATIA

I designed a gearbox using CATIA, based on the tolerances specified for the project. I performed the necessary calculations to determine the dimensions and technical specifications of the gearbox, ensuring that all components fit within the tolerance limits. The project included 3D modeling of the gearbox and verification of compatibility between different parts to guarantee the functionality and accuracy of the design.

• TopClassDetailing Application

I formed a team to develop an Android application for TopClassDetailing, a company specializing in auto detailing. The application facilitates service scheduling, reservation management, and provides detailed information about available services. I contributed to creating an intuitive and functional interface, ensuring that the application met the client's requirements and enhanced the user experience.

• Arduino Project: Automatic Parking Car

Together with a colleague, I developed a physical prototype for an Arduino project involving a car with an automatic parking system. We collaborated on designing and implementing the necessary hardware and software solutions to create a system that detects and parks itself in predefined spaces. The project involved integrating sensors, programming the Arduino controller, and testing the system's functionality to ensure precise and reliable performance.

• Robotic Manipulator System

As part of a team, I developed the software for controlling a robotic arm in a manipulator system project. I implemented algorithms to coordinate the robotic arm's movements based on inputs from various sensors. The project included integrating and calibrating sensors to enable the arm to perform predefined movements with precision, ensuring that the system operates according to specifications and meets functional requirements.

• Lidar Sensor in Linux

I implemented a robotic system equipped with a Lidar sensor, configured to detect objects within a 270-degree radius, in a Linux environment. I developed the software that enables the robot to move from one room to another while avoiding obstacles through constant scanning performed by the Lidar sensor. The system ensures autonomous navigation, circumventing any detected obstacles along the path, thus demonstrating the effectiveness and precision of integrating the Lidar sensor with robotic control.

• Hydraulic Piston

I designed a hydraulic piston using CATIA, based on technical calculations and specified dimensions. The project involved 3D modeling of the piston, ensuring that all components met the functionality and strength requirements. In this process, I applied engineering knowledge to optimize the design and guarantee the efficient performance of the piston in hydraulic applications.