

Work Experience



INSTANT JAPANESE || SILVIA PATRASCU

ONLINE JAPANESE LANGUAGE TEACHER (N5)

📅 Sep 2021 – Apr 2025

📍 Romania, Bucharest

I started to learn the Japanese language and to become a "senpai" (trainer/guide) within it, teaching in 2021 for people of various ages and from 2022 until now for children between the ages of 10-14 and students (15-25), in group format or 1-on-1. I take the JLPT exams, currently at level N4 and certified with level N5.



AMERICAN GREETINGS

SECURITY INFRASTRUCTURE ENGINEER INTERN

📅 Jul 2024 – Sep 2024

📍 Romania, Bucharest

I learned about Cyber Security and worked with my colleagues in the department, both from Bucharest and from the States. I applied knowledge of Network Security, and I also learned about Zscaler and helped resolve security tickets with Binary Defense's SOC team.



FLANCO

SALES REPRESENTATIVE & MAINTENANCE

📅 Jun 2023 – Sep 2023

📍 Romania, Bucharest

Here I learned how to interact with customers and also took care of home appliances, sold and issued guarantees and insurances. I also took care of securing the products to avoid further theft.

Volunteering

OOP LABORATORY TEACHING

📅 Oct 2023 - Feb 2024

📍 Romania, Bucharest

📅 Oct 2024 - Feb 2025

📍 Romania, Bucharest

📅 Oct 2025 - Present

📍 Romania, Bucharest

Course: Object Oriented Programming (C++)

Here I teach as an assistant to 2nd-year students, the basic concepts, testing and evaluating their knowledge. A link to my repository with the latest laboratories is found here: **oop-labs**.

Education



NATIONAL UNIVERSITY OF SCIENCE AND TECHNOLOGY POLITEHNICA BUCHAREST



FACULTY OF AUTOMATIC CONTROL AND COMPUTER SCIENCE

MASTER IN MANAGEMENT AND PROTECTION OF INFORMATION

📅 Jul 2025 - Jul 2027

📍 Romania, Bucharest

Department of Automation and Industrial Informatics

BACHELOR IN SYSTEMS ENGINEERING

📅 Jul 2021 - Jul 2025

📍 Romania, Bucharest

Department of Automation and Industrial Informatics - Information Management in Distributed and Cloud Systems

LINK TO MY BACHELOR'S PROJECT:

bachelors_project

RELEVANT COURSES:

Machine Learning Techniques | Computer Systems Security | CCNA 1 | Multimedia Applications





"COSTACHE NEGRI" NATIONAL COLLEGE

MATH & COMPUTER SCIENCE, ENGLISH INTENSIVE

📅 Sep 2017 - Jun 2021

📍 Romania, Târgu Ocna

Links

 GitHub **EdisonSenpai**
 LinkedIn **eduard-donea**

Soft Skills

Self Learner • Teamwork • Persevering

Skills

EXPERIENCED IN

Game Development (intermediate) • Object Oriented Programming (intermediate) • Embedded C++ (intermediate) • Networking (beginner) • Machine Learning (intermediate)

PROGRAMMING LANGUAGES

C/C++ (advanced) • C# (intermediate) • Java (beginner) • Python (intermediate) • Bash (Linux) (intermediate)


PROGRAMMING TECHNOLOGIES

Visual Studio • Unity • Arduino IDE • PyCharm • Eclipse • ReactJS

Projects

MYWALLET

JAVA | PYTHON | SQLITE

 16-17.11.2024

A 24-hour contest where my team and I, CyberNova, made an application for Advancing Services with **Digital Identity Wallets** using Android Studio for the interface and a server for the backend in Flask with a database in SQLite. The app was made to innovate the fidelity card wallets by making them more secure, and we also simulated the usage of it.

Link: **cyberhack-2024**

RETAIL APP

PYTHON | ML ALGORITHMS | LLM

 9-10.12.2023

During the BEST Engineering Marathon, a colleague and I created an application in Python using Machine Learning and GPT LLM (Large Language Models) concepts for a fictitious company where we can manage sales anomalies and alert the manager of subsequent changes in stock. This project won 3rd place at the end of the competition.

Link: **retail-app**

TOWER DEFENSE GAME

UNITY | VISUAL STUDIO C#

 2017 – 2021

On the Unity 3D Engine platform and in Visual Studio C# I've been working on the first games, starting from a simple idea (a cube on a platform and some obstacles) to a more complex idea that I also used in the attestation from end of 12th grade (Tower Defense). So far I know 45-50% how to make a project myself and I'm still learning.

Link: **tower-defense**