Eduard Donea

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Work Experience

INSTANT JAPANESE || SILVIA PATRASCU
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.

Education

NATIONAL UNIVERSITY OF SCIENCE AND TECHNOLOGY POLITEHNICA BUCHAREST
Faculty of Automatic Control and Computer Science
Bachelor in Systems Engineering

📅 Jul 2021 - 2025 📍 Romania, Bucharest

4th year - Automation and Industrial Informatics - Information Management in Distributed and Cloud Systems 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**

Volunteering

OOP LABORATORY TEACHING

📅 Oct 2023 - Feb 2024 📍 Romania, Bucharest
📅 Oct 2024 - 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.