


Work Experience

INSTANT JAPANESE || SILVIA PATRASCU

JAPANESE LANGUAGE TEACHER (N5)

 Sep 2022 – Present

 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. I know how to hold a 45-50% conversation with a native speaker, 75% on the listening side and 80% (or more) on the understanding of the text at the current level.

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

POLITEHNICA BUCHAREST NATIONAL UNIVERSITY FOR SCIENCE AND TECHNOLOGY

 FACULTY OF AUTOMATIC CONTROL AND COMPUTER SCIENCE

BACHELOR IN SYSTEMS ENGINEERING

 Jul 2021 - 2025

 Romania, Bucharest

3rd year - Automatic Control and Applied Informatics


RELEVANT COURSES:

Machine Learning Techniques | Computer Systems Security | Cisco 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**

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

Soft Skills

Self Learner • Teamwork • Persevering

Projects

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**

WEATHER APP

HTML | CSS | JS | REACTJS

 12.2022 – 01.2023

This a project made for Web Technologies course in my 2nd year of university which is able to show the weather in every city and in the current location as well. I've used ReactJS to make this app and because it's about weather and forecast, API was needed as well. I also gained more personal experience working with JavaScript.

Link: **weather-app-react**

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**

ERASMUS+ EURO IT PROJECT PORTUGAL

 Aug 2018 – Sep 2018  Portugal, Barcelos

Erasmus project in which I used my digital skills in MS Office, Photoshop, HTML and CSS to solve various tasks and at the same time for personal development in this field.

Volunteering

OOP LABORATORY TEACHING

 Oct 2023 - Feb 2024  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.