Liviu Eduard Toader

Curriculum Vitae

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I am interested in Machine Learning, Data Science, Data Engineering.

Experience

May-June 2021 **Data Scientist Intern**, AIE-OP.

- Collaborated with a team of medics on cancer prediction.
- Cleaned and extracted data from a large unstructured dataset with millions of rows in AWS using SQL.
- Built machine learning models and did hyperparameter tuning.

Education

2020–2022 **University of Bucharest**, Master's Degree in Artificial Intelligence.

- Ranked 8th out of 53 students in a ML Computer Vision competition.
- Ranked 13th out of 111 students in a ML Natural Language Processing competition.

2017–2020 **Ovidius University of Constanţa**, Bachelor's Degree in Computer Science.

- Highest GPA (9.68) of my graduating class, rank 1 out of 82 students.
- Grade 9.80 on my Bachelor's thesis.

Skills

- **Languages**: Python, R, C++, SQL.
- **Libraries**: NumPy, pandas, Plotly, scikit-learn, PyTorch, spaCy, OpenCV, MLFlow.
- **Cloud**: Azure (ML Studio), AWS (S3, Athena SQL, SageMaker).
- Machine learning (including deep learning), natural language processing, computer vision, data visualization, web scraping, basic web development.
- English (C1 certification) and French (beginner).
- Willingness to learn more.

Projects

Projects that can be viewed on my portfolio webpage (edwardliv.github.io):

- **Baccalaureate Data Visualization**
  Data visualization of the 2021 national exam results with interactive plots including bar charts, histograms, tree maps.
- **Romanian News Articles Classification**
  Web scraped 22000 articles from popular Romanian news sites (such as Digi24 and Libertatea). Explored data and built multiple text classification models.
- **Radar Signals Neural Network**
  Detecting vehicles or obstacles in radar signals recorded by road vehicles using convolutional neural networks. Implemented techniques such as data augmentation, early stopping, ensemble learning.
- **Procedural Terrain Generation**
  3D computer graphics program in C++ based on simplex noise with camera movement and real-time adjustable parameters from the GUI. Video included.