Elena-Laura Garcineanu

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ABOUT ME

I am a final-year Mathematics and Computer Science student with a strong passion for programming and continuous learning. I am highly curious and always eager to dive into the latest discoveries in tech, whether it's new AI models or programming paradigms. I thrive in dynamic environments where innovation and creativity are encouraged, and I'm looking to apply my skills to real-world challenges in software development.

WORK EXPERIENCE

Siemens Romania Research & Development Brasov, Romania

Intern

01/07/2024 – 30/06/2025
- I learned the basics of training AI models
- I have gained a better understanding of medical data
- I learned to use different tools such as: Gradio, Pytorch Lightning and Weights & Biases
- I developed web applications that use custom trained AI models

EDUCATION AND TRAINING

01/10/2022 – CURRENT Brasov, Romania

Software developer Transylvania University

Website https://www.unitbv.ro

LANGUAGE SKILLS

Other language(s):

English

Listening B2
Reading B2
Writing B2
Spoken production B2
Spoken interaction B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

PROJECTS

Game of Life Simulator

This application is a Python-based implementation of John Conway's Game of Life. The game simulates the birth and death of cells based on initial states and the rules applied to subsequent generations. In this simulation, you can explore different logic gates visualized through the Game of Life mechanics. The application uses Pygame for rendering the game state

Link https://github.com/ElenaLaura366/Game-Of-Life

Tic-Tac-Toe with Minimax Algorithm

This Python script implements a simple Tic-Tac-Toe game where a human player can play against an AI that uses the minimax algorithm. The game is played on a 3x3 board.

Link https://github.com/ElenaLaura366/TIC-TAC-TOE

Noir Restaurant Website

Welcome to Noir Restaurant! This application is a sleek and modern website designed for a restaurant. It provides real-time tracking of your reservations and available tables. Additionally, it ensures security through the use of CORS.
Tech Stack: Angular, Tailwind CSS, Node.js with Express, MongoDB

Link https://github.com/ElenaLaura366/Noir-Restaurant

Tasks-Tracker

This project is a full-stack Task Tracker application developed using Angular for the frontend, .NET for the backend, and MongoDB as the database. It is designed to help users manage their daily tasks. The backend, built with .NET, offers a set of RESTful APIs that handle business logic, data validation, and interaction with the database. MongoDB, chosen for its flexibility and scalability, stores all task-related data.

Link https://github.com/ElenaLaura366/Tasks-Tracker

MedSAM_App

This application features a user-friendly interface built with Gradio. It allows users to upload a prostate CT or MRI image, draw a bounding box, and generate a segmentation of the prostate's peripheral zone.

Link https://github.com/ElenaLaura366/MedSAM_App

Checkers C# WPF Application

Checkers was built using C# with a Windows Presentation Foundation (WPF) on the .NET Framework platform. The application comprises a graphical user interface, adhering to the Model-View-ViewModel (MVVM) design pattern. It features a standard 8x8 board with red and white pieces and incorporates multiple game functionalities including piece movement, king transformation, multi-jump capabilities, game-saving features and the possibility to play against an AI agent.

Link https://github.com/ElenaLaura366/Checkers