






JOSHUA NEGREANU

Computer Science, Mathematics, and Artificial Intelligence Student at Oregon State University Honors

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SKILLS SUMMARY

Languages	Python, C, C++, JavaScript, C#, Java, x86 Assembly, HTML, SQL, PHP, Node.js <ul style="list-style-type: none">Intro to Artificial Intelligence (<i>A* search problems, adversarial search trees, pruning, Bayesian networks</i>)Machine Learning and Data Mining (<i>logistic regression, SVMs, neural networks, decision trees, ensembles, SVD</i>)Operating Systems 2 (<i>bootloader, virtual memory, paging, system calls, context-switching, multi-core, IPC</i>)Intro to Databases (<i>database design, queries, relational algebra, E-R schemas, HTTP protocol, server-side scripts</i>)
AI Toolkits	NumPy, PyTorch, SciPy, Matplotlib, Pandas <ul style="list-style-type: none">Thesis Research (<i>reinforcement learning, probabilistic inference, measure theory</i>)Machine Learning and Data MiningIntro to Artificial Intelligence
Multithreading	CUDA, OpenMP, OpenCL, OpenGL, SIMD, MPI, DGX <ul style="list-style-type: none">Intro to Parallel Programming (<i>Amdahl's Law, Moore's Law, functional decomposition, hyperthreading</i>)
Industry	Agile development, Jest unit/UI-integration testing, Cypress end-to-end testing, GitHub Action workflows <ul style="list-style-type: none">Software Engineering 1 (<i>requirements engineering, system modeling, software architecture, project management</i>)Software Engineering 2 (<i>version control, automated software testing, continuous integration/deployment</i>)
Soft Skills	Orderly, flexible, reliable team member, disciplined, open-minded, precise communicator, creative, value diversity

WORK EXPERIENCE

Thesis Research: Attacks on Stochastic Dueling Bandits <i>Oregon State University College of Engineering</i>	<i>May 2024 – Present</i>
<ul style="list-style-type: none">Analyze and conceptualize mathematical framework for action/reward poisoning algorithms within stochastic dueling bandits context (<i>reinforcement learning area used for online recommendation systems</i>) to develop algorithms more robust to corruption.Engage with and present at weekly graduate bandit reading group exploring linear, adversarial, etc. bandits and other RL problems.	
Operating Systems Learning Assistant (CS 374) <i>Oregon State University College of Engineering</i>	<i>Sep 2023 – May 2024</i>
<ul style="list-style-type: none">Held office hours, tutored 40+ students, aided in debugging. Graded assignments, utilized shell scripts, communicated with professor.Assessed projects written in C spanning areas of multithreading, shell creation, file I/O, network protocols, cryptography, UNIX OS.	
Data Structures Learning Assistant (CS 261) <i>Oregon State University College of Engineering</i>	<i>Apr 2023 – Jun 2023</i>
<ul style="list-style-type: none">Conducted biweekly grading demos for 30+ students. Displayed quick adaption to student code, assessed level of understanding.Mentored students with projects, met weekly with professor and assistants. Assignments on lists, trees, hash tables, queues, heaps.	
Gen Engineering Learning Assistant (ENG 101) <i>Oregon State University College of Engineering</i>	<i>Sep 2022 – Dec 2022</i>
<ul style="list-style-type: none">Prepared and led recitations alongside fellow assistants. Mentored students on industry programs: COMSOL, MATLAB, Simulink.Maintained communication with professor and coordinated meetings regarding class structure and objectives. Graded assignments.	
Leadership Circle Volunteer for the Honors College <i>Oregon State University Honors College</i>	<i>Sep 2021 – Jun 2022</i>
<ul style="list-style-type: none">Devised methods to improve diversity and inclusion in Honors College. Led group discussions, wrote detailed team meeting notes.	

EDUCATION

Oregon State University (Honors College, College of Engineering)	<i>Sep 2021 – Jun 2025</i>
<ul style="list-style-type: none"><i>BS Computer Science (Artificial Intelligence)</i><i>BS Mathematics (Applied)</i><i>MS Artificial Intelligence (Accelerated Masters Platform, 2026 completion)</i>	
GPA: 4.00/4.00	
Catlin Gabel School (High School)	<i>Sep 2017 – Jun 2021</i>
<ul style="list-style-type: none"><i>FRC Robotics (Fabrication, Code, CAD)</i>	
GPA: 4.00/4.00	

PERSONAL INTERESTS

Sports	Ultimate Frisbee Club (<i>Oregon State University</i>), Track (<i>Catlin Gabel varsity</i>), Tae Kwon Do (<i>instructor, demo team</i>)
Outdoors	Rock climbing, hiking, running, mountain biking, snowboarding, kayaking, paddle-boarding, backpacking, camping
Creative	Piano (<i>9 years, OFMC 3rd Gold Cup, Oregon Duet Competition Winner</i>), guitar, painting, drawing, music production