

IGESCU RARES-ANDREI

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WORK EXPERIENCE

Orange Services

Technical Support Engineer

- Log analysis & monitoring tools.
- Understanding of ITIL principles.
- Basic scripting / process automation.
- Data collection & reporting.

Bucharest, Romania

September 2025 - Present

Special Telecommunications Service

Engineer Intern - Working Student

Vaslui, Romania

June 2025 - August 2025

- Administration and use of ORACLE databases.
- Hands-on configuration of switches and routers via command-line interfaces.
- Gained exposure to communication systems such as radio relay and Ethernet technologies, often working under live power conditions while adhering to strict safety protocols.

EDUCATION

University of Bucharest

BS Computer Science *GPA: 9*

Bucharest Romania

Oct 2023 - Jul 2026

Mihail Kogalniceanu Theoretical Highschool

Highschool Diploma Mathematics and Informatics *GPA: 9.58*

Vaslui, Romania

Sep 2019 - Jun 2023

SKILLS

Programming Languages: Java, C/C++, C#, Python, JavaScript, TypeScript, CSS/SCSS

Technologies: Git (GitBash & GitHub), Angular, BootStrap, Oracle, .NET Framework

Soft Skills: Agile Methodology, Time Management, Team Player, Fast Learner, Creative

PROJECTS

AI DeepFake Image Classifier Repository *Python, CSV, Data augmentation*

<https://github.com/RaresIgescu/AI-Deepfake-Image-Classifier>

Given a set of 12.500 train images, 1.250 validation images and 6.500 test images, the classifier will give a label from 0-4 to each image from the test set. I managed to achieve around 92 accuracy. Unfortunately, the kaggle images are protected by the author.

Treasure Hunter *GoDot, GDScript, TileSets*

<https://github.com/RaresIgescu/Pirate-Game>

Developed a 2D platformer game in Godot 4.3 with 2 of my classmates. We used GitHub and GitKraken to work as a team. We also implemented automated tests to ensure that our physics would not break in development.

Conway's game in Assembly *C, Linux, CL*

<https://github.com/RaresIgescu/Conway>

Optimized x86-32 Assembly implementation with efficient memory management, register allocation, and enhanced execution speed for resource-intensive tasks.

Library Management System: *Oracle SQL, PL/SQL*

<https://github.com/RaresIgescu/Library-DBManagement>

Designed and implemented a library management system using PL/SQL, incorporating procedures, functions, triggers, and packages to manage book loans, provide book recommendations, and handle database updates.

Delivery Application in Java *Java, CSV, SQL*

<https://github.com/RaresIgescu/Delivery-App-Java>

This project is a Food Delivery application developed in Java as part of a semester assignment for the Advanced Object-Oriented Programming course. It manages users, restaurants, products, orders, and reviews, with data persistence in PostgreSQL and an audit system using CSV files.

AWARDS

Second place, MateInfoUB

Faculty of Mathematics and Computer Science

Received for getting the second highest grade at the pre-admission exam.

April 2023

Participant

Bitdefender

Participated in the hackathon organized by BitDefender.

2023

Participant

Nitro

Participant in the NitroNLP AI Seminars.

May 2025