

SAVIN IONUT RAZVAN

PYTHON DEVELOPER

CONTACT

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GitHub: [GitHub Profile](#)

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Location: Brasov, Romania

SUMMARY

Open and creative Python Developer who enjoys challenges.

A rapid learner with a zeal for both programming and problem-solving.

Self-taught developer with a focus on Python and AI.

SKILLS

- Programming Languages: Python
 - Frameworks and Libraries: TensorFlow, OpenCV, scikit-learn
 - AI and ML: NLP, Minimax Algorithm, Bayesian Networks
 - Other Skills: CNC Operation, Occupational Safety, Engine Driving
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EDUCATION

- Baccalaureate Diploma, Liceul Tehnic Astra
 - Engine Driver Diploma, Centrul Național de Calificare și Instruire Feroviară
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CERTIFICATIONS

- Professional Certificate - [Computer Science for Artificial Intelligence](#), Harvard University
 - Professional Certificate - [Computer Science for Python Programming](#), Harvard University
 - Verified Certificate - [CS50x: Introduction to Computer Science](#), Harvard University
 - Verified Certificate - [CS50P: Introduction to Programming with Python](#), Harvard University
 - Verified Certificate - [CS50AI: Introduction to Artificial Intelligence with Python](#), Harvard University
 - Occupational Safety and Health Certificate, Centrul Regional de Formare Profesională, Brasov
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LANGUAGES

- Romanian: Native
 - English: Advanced (Strong Comprehension, Less Fluent in Speaking; Equivalent to CEFR level B2-C1)
 - Italian: Intermediate (Equivalent to CEFR level B1)
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WORK EXPERIENCE

Python Programmer (Self-taught, No Prior IT Experience)

- Developed a range of AI and machine learning projects focusing on natural language processing, predictive analytics, and computer vision.
- Utilized technologies such as TensorFlow, OpenCV, and scikit-learn to build and deploy models.
- Gained hands-on experience in data preprocessing, model training, and performance tuning, contributing to my self-directed learning in Python and AI.

CNC Operator, Tekfor (November 2020 - December 2022)

- Operated CNC machines, conducted quality checks, and maintained a safe working environment.

Engine Driver Assistant, CFR Marfa S.A. (March 2017 - October 2020)

- Assisted the Engine Driver, monitored controls, and adhered to safety protocols.

Waiter, Vila Alexandra (November 2014 - February 2017)

- Provided customer service, managed orders, and maintained cleanliness.

Receptionist & Waiter, Park Hotel Querceto (April 2009 - October 2014)

- Managed front desk operations and provided customer service in the dining area.

CNC Operator, INA Schaeffler (January 2008 - December 2008)

- Operated CNC machines and adhered to safety protocols.
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PROJECTS

Artificial Intelligence & Machine Learning

TaskMasterAI: Unified GPT and Agent Workflow

- Developed a state-of-the-art AI ecosystem that integrates OpenAI's GPT model with specialized AI agents for efficient task execution and seamless agent switching.
- Status: *This project is currently in active development.*

Project Tik-Tok Budget Campaign Optimizer

- Engineered a machine learning model to categorize Profitable and Not Profitable Ads based on country and category. Achieved an initial accuracy of 81%.

Project Cell Detection

- Utilized OpenCV for data preparation and TensorFlow for model training to accurately identify parasitized and uninfected cells.

Project Crossword

- Developed an AI agent capable of solving crossword puzzles using constraint satisfaction techniques.

Natural Language Processing

Project Parser

- Created a program that analyzes the grammatical structure of English sentences using context-free grammar rules.

Project Questions

- Developed a question-answering system based on inverse document frequency, using tf-idf classification to find relevant information for user queries.
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Game Theory & Logic

Project Minesweeper

- Built an AI agent capable of playing Minesweeper using logical reasoning to identify safe cells and mine locations.

Project Nim

- Developed an AI opponent for the game Nim, utilizing the Minimax algorithm with alpha-beta pruning for optimal moves.

Project Tic-Tac-Toe

- Created an interactive Tic-Tac-Toe game featuring an AI opponent powered by the Minimax algorithm.

Project Knights

- Developed a program that solves logical puzzles using propositional logic to deduce the roles of knights and traitors based on their statements.

Data Analysis & Web Ranking

Project Heredity

- Designed a tool that calculates the probabilities of specific trait transmission through generations using Bayesian Networks.

Project PageRank

- Implemented the PageRank algorithm to determine the importance of web pages, using Markov chains and probability theory.

Project Degrees

- Created a social network analysis tool that determines degrees of separation between two people using the Breadth-First Search (BFS) algorithm.

E-commerce & Customer Behavior

Project Shopping

- Built an AI model using scikit-learn to predict customer purchase intent on online shopping sites.

Traffic & Safety

Project Traffic

- Developed a neural network using TensorFlow and OpenCV-Python for traffic sign recognition, contributing to safer roads and autonomous vehicle development.

ADDITIONAL INFORMATION

- **Driving License:** B (08/2021 – 08/2031)
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