POPESCU FLORIN-ADRIAN

Master student at MS program: Artificial Intelligence (University POLITEHNICA of Bucharest)
"Learning never exhausts the mind." – Leonardo da Vinci.

CONTACT

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☎ +40726061901
📍 Calea Serban Voda, Nr.43,Bucharest
🏠 Personal portofolio (Design)

○ TheCoreMan13
in Florin-Adrian Popescu
🌀 The source code of my LaTeX CV on GitHub

SKILLS

Programming
Python ●●●●○
HTML/CSS ●●●○○
C++ ●●○○○

Operating Systems
Windows ●●●●●
Linux ●●●○○

Software & Tools
Data visualisation
(e.g. Matplotlib, Seaborn) ●●●●○
Data handling/analysis
(e.g. Numpy, Scipy, Pandas) ●●●●●
Ai/ML frameworks
(e.g. TensorFlow, PyTorch) ●●●○○
CV packages
(e.g. OpenCV, PIL) ●●●○○
NLP package
(e.g. NLTK, SpaCy) ●●●○○
Office ●●●●○

Software & Tools for creativity
Adobe Illustrator ●●●●●
Adobe Photoshop ●●●●●
Adobe Premier Pro ●●●●●
Adobe After Effects ●●●●○
Blender ●●●●○
Unreal Engine 4 ●●●○○

Software for Computer-aided design
(e.g. AutoCAD, SolidWorks, Fusion 360)
AutoCAD ●●●●○
SolidWorks ●●●●○
Fusion 360 by Adobe ●●●●●

Languages
Romanian ●●●●●
English ●●●●●

ABOUT ME

Former graphic designer & 3D modeler, now, a master student in the field of Artificial Intelligence at the University of Politehnica Bucharest - Computer Science College, willing to work in this wonderful domain.

⚙ WORK HISTORY

📅 01/2015 - present
📍 Freelancer, Remote || Freelancer Graphic Designer

After finishing high-school and attending university I took part in a wide array of freelance projects, most of them for free others for the bare minimum to cover my costs. Some of the projects include: graphic design, video editing, 3D modeling, motion graphics

📅 05/2018 - 04/2019
📍 Herbagetica, Brasov || Graphic Designer

My duties in company include: Design banners, brochures, logos, signs, magazine covers and other communication materials, prepares work to be accomplished by gathering information and materials, completes projects by coordinating with sales agents, advertising production agency, project manager, etc.

🎓 EDUCATION

📅 10/2020 - present
📍 University Politehnica of Bucharest - Computer Science College

Master degree in Artificial Intelligence:
At this research-oriented master program, I learn about artificial intelligence and intelligent applications, computer vision, natural language processing, multi-agent systems, etc. My research topic is: Musical rhythm generation and management with AI.

📅 10/2014 - 07/2020
📍 Transilvania University of Brasov - Furniture Design and Wood Engineering

Bachelor degree in Wood Engineering:
At this bachelor program, I studied the basics in engineering like algebra, linear algebra and analytical geometry, mechanics, strength of materials etc. and advance subjects in science and design in wood industry like physics and mechanics of the wood, wood anatomy, furniture design and production & management in the factory.

SOFT SKILLS

Fast learner
Flexibility
Analitical thinking
Teamwork