

Alexandru Ailenei

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Profile

An organized and determined Graduate Software Engineer with a solid foundation in Object-Oriented Programming and Java. Proficient in developing and implementing effective software solutions through exceptional problem-solving skills. Adept at working in collaborative environments and eager to learn new technologies.

Education

University of Essex - BSc Computer Science 1:1

Oct 2019- June 2022

- Awards: Academic Prize, Dean List for Excellence (2020, 2021, 2022)
- Relevant Module: Application Programming, Artificial Intelligent, C++ Programming, Advanced Programming
- Capstone Project: An emotion detection algorithm using brainwaves
 - I use EEG, Pandas, NumPy framework to compute and analyze the data
 - I use Tkinter framework to use for the design
 - It had an accuracy of 72% accuracy in tests

‘Grigore Moisil’ High School Brasov, Romania

Sept 2015- June 2019

Overall Romanian Baccalaureate (8,98 out of 10 with equivalents of A in Computer Science and Mathematics)

Skills

Technical: Java(intermediate), Swift (intermediate), Python (intermediate), C++ (intermediate), HTML (intermediate), CSS (intermediate), SQL (intermediate), , Word (intermediate), Excel (intermediate), React(familiar)

Soft skills: Determined, Hard worker, Creative, Teamwork, Problem solving, Organized, Leader, Creative

Experience

Bally’s Interactive – Graduate Software Engineer

Sept 2022 – Present

- Helped in the development of new updates for the company’s website and the iOS app
- Collaborated with a team of developers to design and implement new feature using Object-Oriented Programming principles
- Reduce a significant number of bugs and implementing new feature for the company’s iOS app
- Participated in daily stand-up meetings and sprint planning, effectively utilizing Agile methodologies

Lingemann – Internship

Sept 2021 – Oct 2021

- I developed an application that helped the company with the Purchase, Stocks, and Invoice files
- Utilized Tkinter, Pandas, and NumPy to create user-friendly interfaces and automate data handling tasks

Achievements

Third Place in the Hackathon called “Digital Nerds” – Contest

- Secured third place in the 'Digital Nerds' Hackathon by developing and adapting three mini-games (Snake, Space Invaders, and Maze Escape) to the theme 'What did the year 2020 teach us?' within three days

Projects

Third Year Capstone Project – University Projects

Sept 2021 – Present

- My Project is about an Emotion Detection Algorithm that uses Brainwaves
- I received a brain dataset from some participants that experienced different feelings
- I analyze the data and plot it to visualize it better
- I divide the data into Epochs

Second Year Team Project – University Projects

Sept 2020 – May 2021

- Our task was to improve the old hand sanitizer
- We decided to develop a website for a hospital that can keep track of the cleanness of each employer
- In order to make this website we first used Django and after that we move to React and also, we used HTML, CSS and SQL

First Year Team Project – University Projects

Sept 2019 – May 2020

- Created a House Price prediction algorithm using Xgboost, Pandas, and NumPy, achieving an accuracy rate of 60%

Languages

Native: Romanian. **Fluent proficiency:** English. **Limited Working Proficiency:** French