

# Abel Ianovici

ianovici.abel04@gmail.com | +32 494 68 59 62 | ablweb.github.io/ablweb-links (Portfolio)

linkedin.com/in/abel-ianovici | github.com/ablweb | Location: Brussels, Belgium

Nationality: Belgian/Romanian | Birth: 30 March 2004

## Summary

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Abel Ianovici, born in 2004, second-year Bachelor's in Computer Science student at **Université libre de Bruxelles**. Focused on AI, manufacturing automation, and tech innovation. Strong foundations in embedded systems and system design, with basic knowledge of machine learning and data science. I am quick to pick up new skills and adapt to different tasks. Seeking an internship or part-time role to apply technical skills and learn through real-world impact.

## Education

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**Université libre de Bruxelles**, Bachelor in Computer Science

Sept 2022 – Present

- Second year Bachelor, and third year at university

- **Coursework:** Computer Architecture, Algorithms, Database, Probability and Statistics, Linear Algebra,...

## Personal Projects

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**Web Scraper to Dataset**

github.com/ablweb/GoScrapr

- Built a tool to extracts significant data from websites and converts them into Excel spreadsheets, simplifying dataset creation
- Tools Used: Go, Colly

**Parametric Audio Compressor**

github.com/ablweb/SinComp

- Developed a Python tool that compresses audio by isolating and encoding the top sine wave components using Fourier Transform. Has potential for major size reduction of simple sounds. Prototype stage
- Tools Used: Python

## Academic Projects

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**Lead Developer - Multiplayer Game**

2024

- Developed and maintained an online Tetris game with both graphical and command-line interfaces. Designed using MVC pattern and led a team of 8, driving major technical decisions
- Tools Used: C/C++, SQLite, QT

**Team Lead - Command-Line Chat Application**

2024

- Developed a simple client-server chat application with system-level communication tools. Completed in one week as part of a team, leading core design and implementation
- Tools Used: C

## Technologies

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**Programming Languages:** C, C++, Go, Python, JavaScript

**Technologies:** Linux, ESP32, SQLite, Bash, Python (machine learning): NumPy, Pandas, Scikit-learn

**Operating System:** Windows 10/11, Linux (Debian, Arch, Fedora)

**Tools:** Git, LaTeX, UML (StarUML), Office suite (Excel, Word, PowerPoint,...)

## Languages

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**Native:** French, Romanian

**Fluent:** English