Abel Ianovici

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Summary

Abel Ianovici, born in 2004, third-year Computer Science student at **Université libre de Bruxelles**. Focused on AI, manufacturing automation, and tech innovation. Strong foundations in application and system design, with basic knowledge of machine learning and data science. Fast learner seeking an internship or part-time role to apply technical skills and learn through real-world impact.

Education

Université libre de Bruxelles, Bachelor in Computer Science

Sept 2022 - Present

- Third year at university
- Coursework: Computer Architecture, Algorithms 1 & 2, Database, Probability and Statistics, Linear Algebra

Personal Projects

Web Data Scraper and Excel Exporter

github.com/ablweb/GoScrapr

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

Sinusoidal 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

Multiplayer Tetris 2024

- Developed an online multiplayer 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

Command-Line Chat 2024

- Developed a simple client-server chat application with system-level communication tools. Completed in one week as part of a 3-person team, leading core design and implementation
- Tools Used: C

Technologies

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

Technologies: Linux, Python (machine learning/data processing): NumPy, Pandas, Scikit-learn, Matplotlib

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

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

Languages

Native: French, Romanian

Fluent: English