

Nozohor Aida

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About

I am a **communicative** person, with a **positive outlook**, and an **open-minded approach**. I address each task with **seriousness** and a sense of **responsibility**, while remaining **receptive to feedback and new information**.

I am driven by a profound appreciation for the wealth of learning opportunities available to me. I recognize that, just like in engineering, a broad spectrum of knowledge across various domains affords greater latitude in crafting innovative visions. Hence, I actively pursue attendance at **workshops**, spanning both **technological advancements** and the **refinement of interpersonal competencies**.

Relevant coursework

- Data Structures and Algorithms
- Object Oriented Programming
- Web Technologies
- Introduction to Operating Systems
- Databases

Education

Faculty of Automatic Control and Computer Science - Bucharest

Systems Engineering

Oct. 2021 – Jul. 2025

Spiru Haret National College – Bucharest

Grade: 9.50

Sept. 2017 – Jun. 2021

Volunteering

The Change Hub

Within this organisation, I attended a lot of workshops, which improved my softskills. Some of the outstanding competencies I gained from this experience are: **teamwork**, **leadership**, **interpersonal communication** and **organizational skills**. All these skills have been useful in organizing a project that is very dear to me - "The Splash". Together with four friends, we organized a charity art festival, for which we raised sponsorships, invited speakers, organized a contest with prizes and donated all the profits to a children's home.

Liga Studentilor din Facultatea de Automatica si calculatoare Bucuresti

Projects

MOVIE REVIEWS APPLICATION

Ian. 2024

This application represents a film database management system with an easy-to-use interface. After logging in, users can access a variety of functionalities including browsing movies, performing SQL queries and modifying the database.

Gained skills such as: **C#, SQL, Databases, Visual Studio**

MOVIE REVIEWS CLASSIFICATION

Ian. 2024

In this project, I used Python to implement the Naive Bayes classifier to classify movie reviews based on their sentiment. For this purpose, I implemented processing raw data methods as well as training, validating and testing procedures.

Gained skills such as: **Python, Machine Learning**

IMAGE PROCESSING

Nov. 2023

I used Verilog to perform image processing such as mirroring, grayscale and applying a sharpening filter. The implementation was based on the understanding and good application of the concept of pixel displacement, in accordance with clock cycles, and the fulfilment of the three requirements in the most optimal way.

Gained skills such as: **Verilog**

Licenses and certificates

- Building Real-Time Video AI Applications NVIDIA (2024)
- Simulink Onramp (2023)
- MATLAB Onramp (2023)
- ECDL (2021)
- Informatics Certificate (2021)

Languages

- English (Professional working competence)
- Persian (Limited working competence)
- Romanian (Native speaker)

SMART FLOWER VASE

Jan. 2023

I would describe this as a more hardware-focused project, consisting of a flowerpot that, with the help of a soil moisture sensor and a little motor, waters itself when the moisture level is too low. In order to present the project, I made a video explaining the process of sketching the plan, choosing and gathering all the needed components and testing the final product.

<https://youtu.be/4ozr0EtE4RI?si=GzAPwDf0uMKpsH9t>

Gained skills such as: **Electrical Wiring, Technical Documentation, Product Design, Arduino, Adobe Premiere Pro**

WEATHER APPLICATION

Jan. 2022

Created a Weather App website using HTML, CSS and JavaScript. An API was utilized in order to implement the five-day forecast, which provides information on any city entered into the search bar. Additionally, the search bar had an auto-complete function.

Gained skills such as: **JavaScript, HTML, Cascading Style Sheets (CSS)**

NGO WEBSITE

Jan. 2022

Used HTML and CSS to make a non-governmental organization's website more user-friendly. The foundation of the project was a wireframe that I created using my UI and UX knowledge, which I gained from my wonderful teachers and after taking part in a few workshops.

Gained skills such as: **Balsamiq, HTML, Cascading Style Sheets (CSS)**

WORLD OF TANKS

Dec. 2023

Based on the GFX framework used by the Computer Graphics Department of the Polytechnic University of Bucharest, I created a video game similar to World of Tanks, but single player. I built and integrated visual objects such as tanks, buildings and projectiles to which I assigned control and movement elements, monitored by a camera that displays a third-person perspective.

Gained skills such as: **C++, OpenGL**