Alexandru Dima

github.com/alex-dima | linkedin.com/in/alexandru-lucian-dima | +40 721 676 404

ABOUT

I can shortly describe myself as a friendly, enthusiastic, ambitious, and open-minded person. I am very passionate about learning new things and I consider myself a perfectionist since I am constantly looking for ways to improve myself.

I am currently studying Deep Learning for Natural Language Processing.

My hobbies include: Learning, Snowboarding, Diving, Hiking, Gaming

EDUCATION

FACULTY OF AUTOMATIC CONTROL AND COMPUTER SCIENCE, UNIVERSITY POLITEHNICA OF BUCHAREST
Pursuing a Bachelor's Degree in Computer Science
2017 - Present

"SPIRU HARET" NATIONAL COLLEGE
Mathematics & Computer Science
2013 - 2017 | Bucharest, Romania
Baccalaureate Diploma: Mathematics(100%), Physics(100%)
Final Grade: 96.1%

SKILLS

TECHNICAL SKILLS
Proficient with:
Python • Java • C • Bash
Experience in database design & administration:
Oracle SQL • MongoDB • SQLite
Experience in full stack development:
Node.js • Express.js • JavaScript
HTML • CSS • Bootstrap
Experience in test automation:
Selenium WebDriver with Python
Familiar with:
Docker • Ansible
Possessing regular knowledge of:
Artificial Intelligence • Machine Learning
OOP Concepts • Data Structures • Operating Systems
Internet Protocol Suite (TCP/IP)
Parallel and Distributed Algorithms
Version Control Systems(Git)

SOFT SKILLS
Communication • Resourcefulness • Leadership
Hardworking • Problem Solving • Critical Thinking
Friendliness • Honesty

WORK EXPERIENCE

Undergraduate Teaching Assistant
University POLITEHNICA of Bucharest
Sep 2020 - Present

Test Automation Engineer Intern
Anritsu
Jul 2020 - Nov 2020

PROJECTS

Producer/Consumer | University Project 2020
- A personal implementation of the well known "Multiple Producers Multiple Consumers" problem.

Technology used: Python

Client/Server | University Project 2019
- Developed a client/server application for automatically receiving messages from subscribed clients on different topics. The server saves the messages until the client which needs to receive them becomes online

The application was developed in C using INET sockets for communication between client and server

YelpCamp | Personal Project 2019
- A campsite reviewing platform where users can comment, post pictures and upvote/downvote a comment

Technologies used: Node.js, Express.js, MongoDB, JavaScript, HTML, CSS, Bootstrap, EJS

Halite 3 | University Project 2019
- Led and coordinated a team of 4 in developing a bot for the game Halite 3 (https://2018.halite.io/)

Placed 4th in the faculty ranking

Virtual Store | University Project 2018
- A shop application with the possibility for users to have a wishlist and get notifications for updates on certain products

Technologies used: Java and Design Patterns (Singleton, Factory, Decorator, Observer, Visitor)

CERTIFICATES
- Cambridge English: Advanced (C1 Level)
  from British Council