Daniel **Ilies**

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Experience

Iasi, Romania
SOFTWARE DEVELOPER   *2023-06 – 2025-05*
- Led the frontend refactoring of an exam management platform using Vue.js and Vuetify, transforming design ideas into functional software and improving page load times by 25% through memory optimization
- Engineered and deployed an AI-powered browser extension using TypeScript and TensorFlow.js for real-time ad detection, demonstrating knowledge of AI/Navigation and troubleshooting skills
- Developed RoboGPT, an Nvidia Isaac Sim extension for controlling robots via natural language commands using LLMs and OpenAI APIs, integrating sensor workflows and AI for interactive experiences

Remote, Germany
FULL-STACK ENGINEER   *2025-01 – 2025-06*
- Functioned as primary front-end developer and contributing back-end developer, architecting dashboard and form components for campaign management with attention to detail
- Implemented responsive design for desktop and mobile development, ensuring cross-browser compatibility and seamless user experience
- Integrated APIs using cloud/REST principles to ensure smooth data flow and application functionality

Remote, Romania
CUSTOMER SERVICE REPRESENTATIVE   *2022-03 – 2023-07*
- Won 1st place in company-wide Innovation contest by developing Otis, a JavaScript-based templating software for automating form-filling and email generation, fixing bottlenecks and improving efficiency
- Demonstrated troubleshooting skills and attention to detail in diverse customer interactions

Skills

Unity Development: Unity Game Engine, 3D development, Integrated physics, AI/Navigation, Scripting, Animation, Textures, Memory
Scripting and APIs: JavaScript, .NET, Cloud/REST API
AI and Sensors: AI, TensorFlow.js, OpenAI API, Electronics and sensor workflows, Robotics
Development Tools: Git, Docker, Linux, CI/CD

Projects

Some-Real-Speed

Unity Game Engine, 3D development, Integrated physics, Scripting, Animation

CASUAL GAME PROTOTYPE DEVELOPED IN UNITY GAME ENGINE. PLAYER CONTROLS A SPERMATOZOID NAVIGATING LEVELS TO REACH THE OVULA, IMPLEMENTING 3D DEVELOPMENT AND INTEGRATED PHYSICS.

https://daniel-iliesh.github.io/Some-Real-Speed/

RoboGPT

Nvidia Isaac Sim, LLMs, OpenAI API, AI/Navigation, Electronics and sensor workflows

NVIDIA ISAAC SIM EXTENSION FOR CONTROLLING ROBOTS VIA NATURAL LANGUAGE COMMANDS USING LLMS AND OPENAI APIS, INTEGRATING AI AND SENSOR WORKFLOWS.

defender-bot

Python, LEGO Mindstorms, Micropython, Robotics, Sensors

PYTHON-CONTROLLED LEGO MINDSTORMS MICROPYTHON ROBOT DEMONSTRATING ROBOTICS, SENSORS, AND OOP PRINCIPLES FOR INTERACTIVE EXPERIENCES.

AdCognition

TypeScript, TensorFlow.js, AI

AI-POWERED BROWSER EXTENSION FOR REAL-TIME AD DETECTION USING TENSORFLOW.JS, SHOWCASING AI AND OPTIMIZATION SKILLS.

Otis – Customer Support Automation Tool

JavaScript, Automation, Troubleshooting

JavaScript-based templating software automating form-filling and email generation, awarded for innovation.

Education

University ”1 Decembrie 1918” of Alba Iulia

Bachelor's Degree in Informatics

2019-10 – 2022-07

GPA: 9 out of 10

Awards

2023   **1st Place Innovation Contest**, Won for developing Otis, a JavaScript-based templating software that automated form-filling and email generation, demonstrating troubleshooting and efficiency improvements   *CGS Romania*