

Daniel Ilies

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Experience

Iasi, Romania

2023-06 – 2025-05

SOFTWARE DEVELOPER

- Engineered and deployed AI-powered solutions including RoboGPT using Python, LLMs, and OpenAI APIs for data transformation and natural language processing in robot control
- Developed backend integration layers for AI applications, ensuring efficient data retrieval and processing with MongoDB
- Collaborated on code reviews and implemented version control using Git to maintain clean, maintainable codebases
- Utilized CI/CD pipelines for deploying scalable backend services and performed debugging and unit testing for reliability

Remote, Germany

2025-01 – 2025-06

FULL-STACK ENGINEER

- Developed backend code to serve datasets through APIs, ensuring performant and scalable data flow using Node.js and TypeScript
- Collaborated with teams to integrate server-side logic with frontend elements, optimizing for reliability and database integration
- Applied version control with Git and Docker for managing code and containerizing services

Remote, Romania

2022-03 – 2023-07

CUSTOMER SERVICE REPRESENTATIVE

- Implemented JavaScript-based automation tools for data transformation and form handling, improving team productivity through scripting

Remote, Romania

2022-03 – 2023-07

CUSTOMER SERVICE REPRESENTATIVE

- Developed Otis, a JavaScript-based templating tool for automating form-filling and email generation, enhancing data processing efficiency
- Demonstrated problem-solving skills in debugging and testing automation scripts

Skills

Backend & AI/ML: Python, Node.js, Express.js, MongoDB, TensorFlow.js, OpenAI API

Development Tools: Git, Docker, Linux, CI/CD

Frontend Development: JavaScript (ES6+), TypeScript, Vue.js, React.js, HTML5, CSS3, Tailwind CSS, Vuetify

Projects

defender-bot

Python, LEGO Mindstorms,
Micropython, Robotics, OOP

DEVELOPED A PYTHON-CONTROLLED LEGO MINDSTORMS ROBOT USING MICROPYTHON, DEMONSTRATING BACKEND PROGRAMMING, DATA PROCESSING FROM SENSORS, AND OOP PRINCIPLES FOR ROBOTICS APPLICATIONS.

RoboGPT

Python, Nvidia Isaac Sim, LLMs,
OpenAI API, Natural Language
Processing

ENGINEERED AN NVIDIA ISAAC SIM EXTENSION USING PYTHON AND LLMs FOR NATURAL LANGUAGE PROCESSING AND API INTEGRATION TO CONTROL ROBOTS VIA OPENAI COMMANDS, INVOLVING DATA TRANSFORMATION PIPELINES.

AdCognition

TypeScript, TensorFlow.js, Browser
Extension, AI

BUILT AN AI-POWERED BROWSER EXTENSION FOR REAL-TIME AD DETECTION USING TENSORFLOW.JS, HANDLING DATA PROCESSING AND BACKEND LOGIC INTEGRATION.

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, Awarded for developing Otis, a JavaScript-based automation tool that streamlined data transformation and generation processes

CGS Romania