

David Constantin

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EDUCATION

Eindhoven University of Technology

Bachelor of Engineering

Major in Computer Science and Engineering

Eindhoven, The Netherlands

Sep 2020 - Jul 2024

International Computer High School of Bucharest

High School Diploma

Bucharest, Romania

Sep 2016 - Jul 2020

WORK EXPERIENCE

Webador, Jouwweb

Back-end Software Developer

Eindhoven, The Netherlands

Oct 2022 – Jul 2024

- Helped in the localization, actualization and refactoring of a large monolithic code-base.
- Implemented new features, bug fixes and tests for new functionality spanning internationalization, AI, security, back-end integration.
- Contributed in key processes as part of a large team of developers.

Promese Logistics

Data Entry

Eindhoven, The Netherlands

Sep 2021 – Sep 2022

- Entered and managed data for inventory and logistics systems.
- Collaborated with team members to ensure data integrity and consistency.

UNIVERSITY PROJECTS

Warehouse location tracker

May 2024

- Implemented AI driven solution for warehouse employee tracking for a Dutch logistics company (Scrumble & PolyesterShoppen BV). Improved the picking process while being assisted by indoor localization algorithms.
- Constructed warehouse logistics back-end with Admins, Pickers and support for the picking.

AI Prediction of Food Insecurity Using NLP

Sep 2023

- Utilized news articles to predict and prevent food crises in South Sudan in collaboration with TiU Zero Hunger Lab.
- Experimented with various NLP models to enhance predictive accuracy.

Predictive Policing for the London Metropolitan Police

Apr 2023

- Designed and implemented ML algorithm for estimating the likelihood and amount of possible crime for the London borough of Barnet.
- Successfully utilized public available data and databases in order to construct an accurate model for crime propagation in Barnet alongside a police car distribution algorithm.

AI Mortality Prediction in Hospitals

Jan 2023

- Explored data science techniques to build a model that ensures fairness in predicting patient mortality, addressing sensitive features and biased datasets.

Video Game and Real-Life Game Development

Nov 2022

- Contributed to the development of various video games and real-life games in the Game Design course track at TU/e (*DZC10*, *DZC20*, *DZC30*), focusing on internal game programming.
- *DZC10*: Unity game featuring a shapeshifting dog searching for his master.
- *DZC20*: Creative marketing game for TU/e's Industrial Design department, with a magician drawing platforms to navigate maps.
- *DZC30*: Light tag game using websockets, similar to *Werewolf*, where players' devices display color-coded roles and instructions.

AI Detection of Thoracic Diseases in X-ray Scans

Sep 2022

- Experimented with different CNN architectures and implemented DenseNet, achieving a 49% F1 score using only 256 low-quality images.

ADDITIONAL

Technical Skills: Advanced in SQL, PHP, Javascript, HTML/CSS, Python, Proficient in Java, C#, C, Intermediate in C++. Familiar with Scrum, Agile and CI, etc.

Frameworks: Laravel, Symfony, Laminas, Django, MS SQL, React, ASP.NET

Languages: Fluent in English and Romanian, Intermediate: Turkish, Beginner: Dutch