

Perli Davide Andrea

IT



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Bucharest/Romania



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GitHub



Kaggle



Linkedin



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About me

My name is Perli Davide Andrea, I am 20 years old and I am a second-year student at the Faculty of Mathematics and Computer Science at the University of Bucharest. I am interested in web application development (full stack) and low-level programming, but also in other fields and I'm always open and interested in learning new skills.

Skills

Python



C/C++



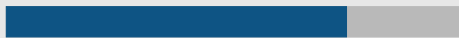
PL/SQL



AT&T x86/GCC inline Assembly



Rust



(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Education

since 2023

Faculty of Mathematics and Computer Science.
University of Bucharest.

Bucharest/Romania

Projects

Pufic Store Web App

The app represents a store where customers can register, place orders, interact with a menu, receive automated emails, and generate invoices in PDF format, ban users that try to take over the app, warn me if someone tries to login with admin credentials.

App-clust3r

This project aims to match and group websites by the similarity of their logos. Technologies used + interesting libraries/modules used: Google's free API for getting websites' logos/icons, PostgreSQL database, OpenCV → for image processing and comparison using ORB feature detection algorithm, fake_useragent → to bypass anti-scraping websites, wand.image → to convert a .svg image to a .png one, mmap → memory mapping to access more efficiently the large no_logo image which is stored as bytes, ThreadPoolExecutor → to improve execution time by adding parallelism to the code

Icescream Shop

Implemented object-oriented programming concepts such as abstraction, polymorphism, inheritance, and encapsulation in a C++ program simulating the management of an ice cream shop.

Nysodi

This project leverages the power of the Fyrox game engine for smooth 2D gameplay, dynamic entities, and a robust scripting system.

Deepfake-Classification

Convolutional Neural Network implementation from scratch using PyTorch, along with a KNN for comparison, both including data augmentation, preprocessing, validation and test data

File Storage Simulation

Simulated file storage in a predefined continuous memory, implementing deletion, defragmentation, and address retrieval. This is meant to give a basic visual representation of how an operating system handles storage behind the scenes when we give normal commands such as create/delete file/folder. All in AT&T x86 Assembly

Current Projects

Terminal Simulator in C

Developing an application in C that simulates a terminal. It allows conversions between decimal, binary, and hexadecimal systems, performs calculations, and supports virtual file/directory creation without physical storage. The app also enables deleting these virtual files and directories. Inline assembly is integrated for performance optimizations.

Languages & Technologies

Languages: English, Italian, Romanian.

Operating Systems: Windows 10/11, Linux (Debian, Ubuntu, Kali Linux), FreeBSD.

IDEs: VSCode (preferred), JetBrains Suite (PyCharm, CLion, IntelliJ, etc.).