

# Iliescu Denis-Stefan

## Graduate Student

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## Summary

Graduate student @ Technical University of Cluj-Napoca, Faculty of Automation and Computer Science, Applied Informatics department, Romania  
Passionate and highly interested in everything about the Information Technology domain.  
Perfectionist looking to improve every aspect that surrounds me and my work.  
Organized in every aspect, self-learner and eager to solve all incoming problems.

## Links

LinkedIn: <https://www.linkedin.com/in/denis-iliescu/>

GitHub: <https://github.com/denisiliescu>

## Education

### Bachelor's Degree

01.10.2017 - 14.07.2021

#### Technical University Of Cluj-Napoca

Graduated @ Technical University of Cluj-Napoca, Faculty of Automation and Computer Science, Applied Informatics department, Romania

## Bachelor Thesis

My bachelor thesis was based on predicting stock prices using Machine Learning.  
I have used data pre-processing libraries such as NumPy and Pandas to manipulate historical stocks data from Yahoo Finance.  
The Neural Network was built upon Tensorflow and Keras having Long Short-Term Memory networks as the main component. I have used stacked LSTMs, Dropout layers and callbacks in order to fully shape the model.  
The resulted model can be trained and tested on any company listed on Yahoo Finance and it can make future predictions based on what it has learned.  
I have also made a comparison between a random-walk generated model and one trained and tested on specific data.  
The source code can be found on my GitHub profile.

## Internships

### Game Development

July 2020 - September 2020

#### Technical University of Cluj-Napoca

For 6 weeks, I have been guided into the development of 2D and 3D games using the Unity game engine and C# programming language. During this period, I have learned to write C# code that can handle user input, player and camera movement, power-ups for the game, sound, particle effects and basic AI. I have also worked with the basics of level design with Unity and had an introduction on deployment of the games to Web, PC or mobile platforms.

Both games can be found on my GitHub profile.

## Language Skills

### Romanian



Native speaker

### English



B2 level

## Programming Skills

### Javascript



### Unity



### C#



### C++



### Python



### Java



## Hobbies

- Bodybuilding, Snowboarding, Football
- Reading
- Personal developing
- Investing
- Gaming