

EDUCATION

Manchester, United Kingdom **The University of Manchester** **September 2014 – June 2018**

- MEng (Hons) Artificial Intelligence
- Modules taken include AI and Games, Advanced Algorithms, Machine Learning, Logic and Modelling, Discrete Maths, Agile Software Development, Symbolic AI
- Member of HackSoc society, **co-organiser** of 2015 GreatUniHack, **150-attendee hackathon**

Bucharest, Romania **“Mihai Viteazul” National College** **September 2010 – June 2014**

- Graduated with a Baccalaureate Diploma averaging 8.83 out of 10 with **9.85 out of 10 at Mathematics**

AWARDS

- **Bloomberg “Best Hack” Prize, HackCambridge 2017:** Analysing audience attention span during a presentation
- **2nd Place and Microsoft Prize, OxfordHack 2016:** *Python*-based program that **generates original music** from lyrics
- **Bloomberg “Biggest Impact” Prize, GreatUniHack 2016:** *Java Android* app to auto-upload photos taken at events
- **Best Developer, HackTrain3.0 2016:** Most proficient attitude and skills among the 80 participants
- **2nd Place and SNCF Prize, HackTrain3.0 2016:** Classifying cloud point LiDAR data, the **hardest hackathon challenge**
- **BrainTree Prize, HackKings 2015:** Best app to implement the BrainTree API, gamifying charity (**made with ionic**)
- **JustGiving Prize, GreatUniHack 2015:** Node.js and PHP based app encouraging charity donations
- **3rd Place and BrainTree Prize, Techsylvania 2015:** Music-remixing 3D app based on Leap Motion (**built in Unity3D**)
- **JP Morgan Prize, StrathHack 2014:** *Python*-based educative game that teaches maths through stopping zombies

EXPERIENCE

Freelance Web Developer **Summer 2014 – Present**

- Designing, building and enhancing various web applications, using PHP (OOP, MVC frameworks, CMS), JavaScript (jQuery, Angular.js, node.js), HTML and CSS

Web Developer **University of Manchester Students’ Union** **Aug 2016 – Sep 2016**

- Built the website for the welcome week events, using the LAMP stack
- The website was used throughout the week in **production environment**, and is planned to be furtherly used

Software Engineer Intern **University of Manchester** **Jun 2016 – Aug 2016**

- Designed and built a **back-end solution** for user role and permission management, for the University’s Newsagent system, using PHP, Perl and Python
- Built a web-based visualization and drag&drop management tool, using HTML, CSS and JavaScript

PROGRAMMING LANGUAGES AND TECHNOLOGIES

- Experienced with: Python, Java, PHP, C#
- Knowledgeable: C++, C, SQL, JavaScript
- Technologies used frequently: Linux, Git, Unity3D, MSOffice, Blender, Photoshop, Matlab