

# Oana-Georgiana Niculăescu

## Curriculum Vitae

Principală Street  
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### Education

- Oct 2014 - **Master's degree in Computer Engineering**, Faculty of Automatic Control and present Computer Science, Politehnica University of Bucharest, Bucharest, Romania, Networks Security.
- Oct 2010 - **Bachelor's degree in Computer Engineering**, Faculty of Automatic Control and Jul 2014 Computer Science, Politehnica University of Bucharest, Bucharest, Romania.
- Sept 2006 - **High School Diploma**, "Constantin Carabella" National College, Târgoviște, Romania.
- Jun 2010 Computer Science and Mathematics Major

### Publications

- September 2014 **Graphical Packet Generator - A solution for automatic discovery of the network topology and packet generation**, RoEduNet Conference 13th Edition: Networking in Education and Research Joint Event RENAM 8th Conference, 2014, 11-13 Sept. 2014, Chisinau, Moldova.

### Projects and Professional Experience

- September 2014 - **Luxoft Romania**, C Software Developer.  
2014 - Developer for a new routing platform, implementing Cisco/Juniper enhancements on Lenovo/IBM x86 routers.
- March 2015
- April 2014 - **Jinny Software Romania**, Junior Software Developer.  
September 2014 One of the developers for the Advertisement Engine, Application Server and the Emergency service that the company provides (Value Added Services for mobile companies). I am maintaining and developing the Advertisement Engine using C, the Application Server using Java and the Emergency service plugin is developed using Python.
- June 2013 - **ADVAHOO Business Solutions**, Junior Software Developer.  
April 2014 One of the main developers for the mobile solution offered by the company for bank operations. Implemented the user interface of the application using HTML, CSS and JavaScript for events and the client side logic. I also worked on the back-end solution offered to the banks, I have developed a module for automatic report generation using J2EE and Java.
- Jun 2012 - **SC Revo Solutions SRL**.  
Aug 2012 Developed in a team of two a small 3D iOS game using OpenGL, C++ and OOP. I worked on the AI side and the look and feel of the game.
- Jun 2012 - **3dUPB - 3dXP**, GPGPU Team, Student Developer.  
Aug 2012 Developed in a team of three a small Client-Side Cuda application able to register collisions of different objects. I worked on the small Cuda kernels.

### Grants

- September 2014 **Google Travel and Conference Grants EMEA**, INFORMATIK 2014: Big Data - Komplexität meistern, 22-27 Sept. 2014, Stuttgart, Germany.

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## Other projects

- July 2014 **Google Android Camp**, Took part in Google's Android Camp, an intensive training program on Android development held by Google's best Android engineers. At the end of the program, developed in a team an Android application that lets the users share the things they consider they do not need anymore with others. Gained experience with Android fundamentals (life-cycles, Android architecture), graphics and multi-threadings, Google cloud service, Git, teamwork.
- May 2014 **Machine Learning Coursera Online**, Worked through the assignments of the course and received a 79% grade.
- April 2013 **Raspberry Pi Hackathon**, Developed a live video streaming application using Raspberry Pi system and C language.
- December 2011 **Introduction to Artificial Intelligence**, Received a statement of accomplishment after this course. I have obtained a 70% grade.

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## Computer skills

- Networking Medium level knowledge: Networking Administration, Network Protocols
- Programming Languages Good level knowledge: Java, C/C++, CSS/HTML5  
Medium level knowledge: Python, JavaScript, SQL  
Beginner level knowledge: PHP, Bash
- Operating Systems Linux, Windows
- Versioning Git - <https://github.com/elf11>

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## Languages

- Romanian **Native**
- English **Fluent**

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## Interests

- o Machine Learning, Computer Networks, Data Analytics