Oana-Georgiana Niculăescu

Curriculum Vitae

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Education

Oct 2014 - present	**Master's degree in Computer Engineering**, *Faculty of Automatic Control and Computer Science, Politehnica Univesity of Bucharest*, Bucharest, Romania, Networks Security.
Oct 2010 - Jul 2014	**Bachelor's degree in Computer Engineering**, *Faculty of Automatic Control and Computer Science, Politehnica Univesity of Bucharest*, Bucharest, Romania.
Sept 2006 - Jun 2010	**High School Diploma**, *"Constantin Carabella" National College*, Târgoviște, Romania. 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 - March 2015	**Luxoft Romania**, *C Software Developer*. Developer for a new routing platform, implementing Cisco/Juniper enhancements on Lenovo/IBM x86 routers.
April 2014 - September 2014	**Jinny Software Romania**, *Junior Software Developer*. 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 - April 2014	**ADVAHOO Business Solutions**, *Junior Software Developer*. 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 deleped a module for automatic report generation using J2EE and Java.
Summer 2013	**Gerbil - open source software**, *small contributions*. Implemented the image differencing module for the software, the module employs different distance measuring algorithms and returns the pictures modified using those algorithms.
Aug 2012 - Oct 2012	**ESA Summer of Code**, *BRLCAD Project, open source*. Integrated the Bullet Physics Engine with the BRLCAD application, making running simulations of the existing geometry possible.
Jun 2012 - Aug 2012	**SC Revo Solutions SRL**. Developed in a team of two a small 3D iOS game using OpenGLS, C++ and OOP. I worked on the AI side and the look and feel of the game.

Jun 2012 - Aug 2012	**3dUPB - 3dXP**, *GPGPU Team*, Student Developer. 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 - Komplexitat meistern*, 22-27 Sept. 2014, Stuttgart, Germany.

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 assignements 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.*

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

Languages

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

Interests

- Machine Learning, Computer Networks, Data Analytics