EMANUEL BESLIU

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DETAILS

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DATE / PLACE OF BIRTH
1998-01-11
Romania

NATIONALITY
Romanian

DRIVING LICENSE
Full

LINKS

LinkedIn

SKILLS

C++

C

Java

Bash

Graphic Design

Python

C#

Unity

HTML

Swift

CSS

LANGUAGES

Romanian

English

Russian

HOBBIES

PROFILE

Third year Computer Science student looking for an internship/workplace. I possess well developed project management and programming skills combined with a flexible attitude to work. I have initiative and I can work either as a part of a team or independently. I have strong organisational skills in variety situations to achieve deadlines.

EDUCATION

MEng Computer Science, University of Southampton, Southampton
September 2017 — September 2021

Dimitrie Cantemir Hight School, Darabani, Romania
September 2015 — September 2017

- Equivalent of A level in Mathematics
- Equivalent of A level in Physics
- Equivalent of A level in Programming C++

2017 Romanian Baccalaureate
Overall grade 9.41 out of 10

- Mathematics 9.60 out of 10
- Computer Science 9.70 out of 10
- Romanian Literature 8.95 out of 10

Mihai Eminescu College, Botosani, Romania
September 2013 — September 2015

- Equivalent of A level in Mathematics
- Equivalent of A level in Programming C++

EMPLOYMENT HISTORY

Software Developer at EBLN DMCC
March 2019 — July 2019

Machine learning developer for stock market price prediction

EXPERIENCE

HackTrain Innotrans, Berlin
September 2018 — September 2018

Photography, Basketball, Volleyball,
Skiing

- I took part in this competition in a team of 4 members and solved Deutsche Bahn's Challenge: we had to solve the congestion problem in train and subway stations by using any available technology. Our solution was to place sensors on the entry doors in order to count people and plot a real time data for travelers to avoid the congested wagons. This solution was expanded and we managed to count people with disabilities and those with bikes, moreover the data is processed and the passengers can follow displayed indications.
- Another challenge was to plot a graph with real time data with people that walk into train and those who are connected to the WiFi network.
- The most important challenge was to work out with the given API that was poorly designed and to extract needed data from moving trains through the entire Germany.

Google HashCode, Southampton

March 2018 — March 2018

- I took part in this competition in a team of 2 members and managed to come out with an algorithm
- The most important challenge was to manage in such a small team to find out a viable solution that involved both Dynamic Programming and Greedy Algorithm. Even if we did not complete all the tasks I am very confident of our solution and we managed to implement it in a full form after the competition.

Codecon, Southampton

October 2017 — October 2017

- I managed to solve few algorithmic problems
- It was a great experience to learn new things after just one month as a student

Volunteer at Untold Festival, Cluj-Napoca, Romania

July 2017 — August 2017

Member of the Logistics & Technical Team
Being a member of this team I had a lot of responsibilities but the meaningful ones are:

- Technical supporting of a Game Room with 20 workstations
- Taking care of emergency situations
- Working under great pressure with people form all over the world

EXTRA-CURRICULAR ACTIVITIES

High School Student's Council, Darabani, Romania

September 2015 — September 2017

Leader of Media Team

- My planning and organisational skills came to the fore. I have found "active-listening" a very useful skill when working in a team.

North's Days, Darabani, Romania

September 2015 — September 2018

Leader of Media Team

- I collaborated with people from all of the country and I gained meaningful leading and communicating skills.

REFERENCES

Professor Leslie Carr from

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Professor Mark Nixon

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