Lucian Bicsi

Bd. Camil Ressu 25, Bloc N5, ap. 154, Bucharest +40 741 690 951 lucianbicsi@gmail.com

WORK EXPERIENCE

OCT 2019 APR 2020	ROBOSELF TECHNOLOGY Romania · Full Stack Developer • worked a solution to automate repetitive tasks with intelligent conversational agents (React front-end, Python back-end, Google Firestore and Neo4J data stores, C# UiPath Workflows);
	 wrote a natural language understanding pipeline that combines machine learning, weighted context-free grammars, and information inside a graph knowledge base to understand the request of an user.
JUL 2019 OCT 2019	JANE STREET London · Dev Intern
	 wrote a web-based tool to visualize market data from scratch using OCaml, integrating it with the proprietary systems through a client-server architecture.
	 engineered and developed a solution for one of their systems to handle post-Brexit scenarios.
JUL 2018	GOOGLE Mountain View · Software Engineering Intern
Ост 2018	 worked on an infrastructure project involving C++ and Go pipelines and bash scripts for distributed jobs; wrote an IPhython Notebook for visualizing and analyzing data;
	extracted and analyzed live metrics from users using Google tools.
JUL 2017	BLOOMBERG LP London · Engineering Intern
Ост 2017	worked in a big data processing project involving Spark and Cassandra, having to learn Scala from scratch;
	 optimized computations on millions of data points to a couple of seconds (including data loading); held presentations about my project in front of team members around the world, showcasing the results.
Jul 2016 Jun 2017	ATOOOM INDUSTRIES Romania · Software Developer Jr.
	worked for a start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and C#; A start-up developing mobile applications using Xamarin.Forms and
	 developed soft skills: time management, project planning, and communication.
DEC 2015	BITDEFENDER Romania · Machine Learning Intern
Jun 2016	 wrote a scientific report comparing shallow recurrent neural networks to bloom filters on memory consumption and accuracy for exact spell checking.

EDUCATION

2020-2023	Ph.D. in Machine Learning · University of Bucharest, Romania
2018-2020	 M.Sc. in ARTIFICIAL INTELLIGENCE · University of Bucharest, Romania obtained the highest GPA (9.87/10) amongst the 2020 promotion; wrote a master thesis on inferring programming techniques of algorithmic questions, from source code.
2015-2018	B.Sc. in COMPUTER SCIENCE · University of Bucharest , Romania • achieved " Magna cum laude " award for having the highest GPA (9.94/10) amongst the 2018 promotion; • wrote a hachelor thesis on a trie-like data structure that outperformed the C++ STL alternative (available on GitHub)

AWARDS & MENTIONS

2019	ICPC South-Eastern Europe Regional Contest (SEERC) · First Place
2018	 ICPC World Finals, Beijing, China placed 14th out of the best 140 teams around the world;
	 solved 6 algorithmic problems of very high difficulty, requiring fast code writing and quick debugging.
2017	ICPC South-Eastern Europe Regional Contest (SEERC) · First Place Google Hash Code Programming Contest • placed 12 th of 50 teams at the Hash Code Finals in Paris, and 30 th of 1054 teams in the Online Qualification Round;
	 placed 12 of 30 teams at the Hash Code Finals in Paris, and 30 of 1034 teams in the Online Qualification Round; had to solve a complicated engineering problem, using various algorithmic techniques, mainly heuristics.

INTERESTS AND ACTIVITIES