

Dorian Florescu

(734) 351-6281 | florescu@msu.edu | [LinkedIn florescu-dorian](#) | [GitHub florescu-dorian](#)

EDUCATION

Michigan State University | East Lansing, MI

Expected Graduation: May 2023

- **Major:** Bachelor of Science, Computer Science | **Minor:** Business
- **Coursework:** Object-Oriented Software Development, Database Systems, Computer Networks, Computer Organization and Architecture, Data Structures/Algorithms, Software Engineering/Design, Biometrics Pattern Recognition, Web App Arch and Dev.

SKILLS

Languages: Python; C++; SQL; Java

Software: Microsoft Office; Autodesk Inventor; AutoCAD; Unity

Frameworks and Other: Linux; Git; Jupyter Notebook; Electrical Circuits; Soldering; Pressure/Air Leak Testing; Engine fundamentals

WORK EXPERIENCE

Project Facilitator | DataSpeed Inc. | East Lansing, MI

Oct – Dec 2022

- Developed a Software Requirements Specification document for a Pedestrian Collision Avoidance System (PCAS) ensuring zero collisions under set environments.
- Met with customer to acquire project details by asking thoughtful questions to better understand the problem.
- Created meeting agendas to ensure the best usage of time when coordinating next steps with the team.
- Presented final report to customer to confirm that all project requirements and details are satisfied.

PROJECTS

Python / Unity, C#

- Devised a game where the user plays as a car and races through oncoming traffic (Python pygame)
- Co-created a game where the user can play with others in a fast-paced tank (Unity, C#)
- Created a web scraper that utilizes an API to randomly play any song that was ever added to YouTube (Python)

Technical

- Constructed voltmeter circuit using resistors, timing chips, and LEDs.
- Assembled a reaction game utilizing resistors, timing chips, buttons and capacitors.

Mechanical

- Disassembled an engine using assembly manual, reconstructed it with specifications such as torque specs, and timing gear placement.
- Built and programmed a robot to complete a task using MATLAB and Simulink which would follow a line using a line sensor and manipulate obstacles on the path.