Moisii Lucian

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EDUCATION

- University of Bucharest, Bachelor's in Computer Science, 2021 - expected 2024
- "Stefan cel Mare" National College, Suceava, 2017-2021, Class of Computer Science and Informatics

PROJECTS (with hiperlinks attached)

- **Brain Anomaly Detection:** I created several machine learning algorithms to accurately predict if a person has some anomalies based on the CT scan of the brain: **Decision Tree Classifier**, **Logistic Regression** and a **Residual Neural Network** which got an accuracy of 92% and f1_score of 0.7.
- **VORUM:** I've managed to create a forum based on Reddit's structure with **ASP.NET CORE MVC framework in C#**, implementing **CRUD** functionality, **sorting** on discussions, **paging** and a **search engine**. I also integrated **Razors**, **authentication system**, **user management** and **role manipulation** using **API Identity.** I also used **HTML/CSS** and **JavaScript** in designing the website.
- **Restaurant Database:** I designed and developed a Database that keeps track of data needed in a restaurant, and solved multiple queries, using **PLSQL**, that are needed for the business in order to function properly.
- **Wordle Game:** I managed to create a small game in **Python**, where you have to find a word composed of 5 letters, using tkinter library for creating the Graphical User Interface.
- **Web Scraper App:** I've build a web scraper app in **Python** that collects all links with an specific domain from a root link using **multithreading**, to make the process faster.
- **Diagnosing breast cancer with Machine Learning:** I've made a machine learning algorithm in Python that predicts if a breast tumor is malignant or benign with an accuracy of 93%, using a **Logistic Regression**.
- **Sudoku Solver:** I've created a Sudoku solver in **Assembly x86, AT&T syntax**, as a side project for University.
- **ECatalog:** I made an app in **Java**, using **Swing** for the **Graphical User Interface**, where students can see their grades and other personal informations, and teachers can manage their grades and absences.
- **Huffman Encoding Algorithm:** I've created an short algorithm in **C++** that creates a **Huffman encoding** tree with an short menu in which the user can give codes to be encoded or decoded.
- **Other C++ Projects:** University related projects like: Simulating a banking system (for **OOP** course) and lots of programming problems.

HONORS AND REWARDS

- Participating in consecutive years at the County Olympiad of Informatics (on all highschool years).
- Qualifying at National Olympiad of Informatics in 2020.

SKILLS

- Skills in computer science, algorithms (machine learning and dynamic programming), data structures and optimization
- A very good knowledge of: **C++**, **Python**, **C#**, **Java**, **PLSQL**, **HTML/CSS**
- Familiar with: **GIT**, **Unix Terminal**, **Assembly**, **Haskell**, **R**, **JavaScript**
- Fluent in **English** and **Romanian**, beginner in **Spanish**.