Lorenzo Dumitrescu

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Education

University of Illinois at Urbana-Champaign **Graduation: May 2025**
Grainger College of Engineering: Computer Engineering

Skills

Languages: Python, Ruby, C, C++, VHDL, Verilog, HTML, CSS, JavaScript
Developer Tools: Github, Visual Studio Code, Terminal, Tmux
Technologies/Frameworks: Flask (Python), Rails (Ruby), Grape
Libraries: React, Pandas, Numpy, PyTorch, Tensorflow, Matplotlib
Databases/Web Services: MySQL, PostgreSQL, MongoDB, NEO4j, GCP, AWS

Work Experience

Alphaeon Credit (Software Engineering Intern - Full Stack) **May 2024 - August 2024**

- Developed and maintained RESTful backend APIs using Ruby on Rails which contributed to an internal portal that supports $750 million in loan volume
- Implemented frontend design changes using TypeScript and React for both internal portals and merchant-facing products
- Collaborated effectively with a team of eight software engineers to achieve business and product goals.
- Wrote comprehensive tests using the RSpec unit test framework which ensured code quality and high reliability
- Applied continuous integration/continous deployment practices for reliable code deployment

Eclipse Design Technologies (Computer Engineering Intern) **May 2023 - August 2023**

- Optimized performance by translating MATLAB models to C++ alternatives for Lockheed Martin and Raytheon which achieved up to 250% efficiency gains in computation and storage

Eclipse Design Technologies (Computer Engineering Intern) **May 2022 - August 2022**

- Developed VHDL test cases to identify flaws in linting/CDC tools for military, aerospace, medical, and HFT applications
- Submitted detailed bug reports and validated tool fixes

Relevant Projects

Full Stack Development: Designed and developed 'Alma Muncher,' a website for UIUC students using the Flask framework which enabled users to rank and review restaurants in the Champaign/Urbana area. Gained expertise in implementing CRUD operations, user profile management, and securely handling sensitive information within a database

Hardware Interface Development: Implemented data buses for display, keyboard, and mouse functionality using SystemVerilog and developed a basketball shooting simulator in C

Machine Learning/AI: Utilized PyTorch and TensorFlow for image classification and implemented minimax/alphabeta search algorithms to design a decision-making system in a two-player chess game

Interests and Accomplishments

- Committed to fitness and health, constantly eager to expand my knowledge in training and nutrition for a balanced, healthy lifestyle
- Avid chess player and former captain of the DGN Trojan chess team, leading the team to a state competition