Cătălin Avram

AI Software Engineer

Cătălin Avram
Brasov, Romania

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Skills

With a strong foundation built on 20 years of software engineering expertise, I have dedicated the past 5 years to specializing in Machine Learning and AI engineering. This unique blend of skills allows me to bring a deep understanding of both software development and cutting-edge AI technologies to any project.

Experience

BMW Group / Artificial Intelligence Engineer

APRIL 2020 - PRESENT, MUNICH, GERMANY

As an AI Engineer, I excelled in architecting end-to-end pipelines encompassing data collection, model training, deployment, and rigorous testing.

My expertise extended to tackling complex Computer Vision tasks, where I leveraged a diverse skill set including Python, C++, OpenCV, Tensorflow, PyTorch, JAX, Docker, and Azure technologies to deliver innovative AI solutions.

Ford Motor Company / Senior HMI Software Engineer

APRIL 2019 - APRIL 2020, KITCHENER, CANADA

In my role as an HMI Developer, I played a key role in crafting the user interface and user experience for the Mustang Mach-e HMI system, with a specific emphasis on front-end development.

Additionally, I actively participated in the integration of OTA (Over-The-Air) update functionality, ensuring that the system could evolve and improve continuously, providing users with the latest features and enhancements seamlessly.

BMW Group / Senior HMI Software Engineer

FEBRUARY 2018 - APRIL 2019, MUNICH, GERMANY

As an accomplished HMI Engineer, I undertook the challenge of enhancing the phone and connectivity functionality within the Android AOSP ecosystem.

My responsibilities included designing and implementing crucial features that seamlessly integrated with the Android platform, providing users with a top-tier mobile experience. Moreover, I spearheaded the establishment of an automated end-to-end testing framework, combining software and hardware, to ensure the highest levels of product quality and reliability. My contributions were instrumental in achieving a robust and cutting-edge Android AOSP HMI.

Various Clients / Senior Software Engineer

AUGUST 2015 - FEBRUARY 2018, REMOTE, EU

Collaborated with diverse clients, including Allianz, PhobiaVR, and XaaSify, to deliver comprehensive software solutions.

Proficiently bridged both front-end and back-end development, ensuring holistic product development.

Developed applications for original Microsoft HoloLens and Oculus platforms, pushing the boundaries of mixed reality technology.

Leveraged a versatile tech stack, including JavaScript, TypeScript, Node.js, MongoDB, React, Angular, Unity, and Android, to craft innovative and immersive user experiences.

LottoRace / Co-Founder and Software Engineer

APRIL 2008 - AUGUST 2015, REMOTE, EU/Canada

As a co-founder and visionary leader at our startup, I steered the ship as the Lead Software Engineer, orchestrating a high-performing team of 10 dedicated professionals. Our journey culminated in the triumphant launch of our gaming product, capturing the hearts and screens of thousands of concurrent users and millions of players worldwide.

My multifaceted role encompassed a spectrum of responsibilities, spanning engineering excellence, meticulous testing, strategic marketing initiatives, and unwavering technical support. With a primary focus on Front-End web and Android development, I spearheaded the creation of numerous captivating games that captivated audiences and solidified our position in the gaming industry.

This experience underscores my proficiency not only in technical prowess but also in entrepreneurship and strategic leadership, resulting in a resounding success story for our startup.

Education

Udacity / Self Driving Car Engineer Nanodegree

APRIL 2017 - APRIL 2018, Online

University Of London / BSc Computer Science - AI

APRIL 2021 - OCTOBER 2024, London (Online), UK

In progress, relevant courses:

Artificial Intelligence, Natural Language Processing, Advanced Databases, Intelligent Signal Processing

York University / BSc Computer Science

SEPTEMBER 2002 - 2005 Unfinished , Toronto, Canada

Did not complete the degree, but relevant courses taken and passed:

Operation Systems, Compilers, Automata Theory, Computer Networks, Advanced Algorithms

Interests

Astronomy. Part of the astronomy club in highschool

Sports. I actively do Snowboarding, Mountain Biking, Hiking and Sailing

I have a dog.