

STEFAN NICULAE

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EXPERIENCE

Data Science Intern | ADOBE

March 2016 —Present

Worked on determining retention-impactful product features. Implemented a predictor for user's next action in Adobe XD. Developed a product recommender system for Adobe BC.

Performance Optimization Intern | INTEL

June 2015 —Sept 2015

Developed a tool which processes performance metrics and provides statistical insight in a visual way. Worked on a robust spike-detection algorithm.

Game Developer | CLU GAMES

July 2014 —April 2015

Created catchy small-to-medium mobile games in Unity: [Android example](#), [iOS example](#)

EDUCATION

Master's in Artificial Intelligence | UNIVERSITY OF BUCHAREST

2016 —2018

TA for [Declarative Programming](#) and Formal Languages & Automata.

Bachelor of Computer Science | UNIVERSITY OF BUCHAREST

2013 —2016

Graduated with second highest grade, 9.8/10. Finished three-year Psychopedagogy module. Volunteered at the Student's Association, finance dept. [Interesting projects](#)

Trainings

Introductory for: user experience, public speaking, time management, leadership.

SKILLS

Data Science

Python
Machine Learning
Statistics

Web

Django, Flask
React
SQL

Other

C#
Haskell
Swift

PERSONAL PROJECTS

[Holocron](#) — interactive visualization of learning and evaluating ML models. (wip)

[Easy Vim](#) — learning platform for Vim. Intelligent suggestions and gamification.

[Senile de Foc](#) — online multiplayer 2D tank game. Multiple play-styles and rich visual effects.

Google Student Ambassador — Android meetings for learning and discussing projects.

HOBBIES



Vim



Cook



Gym



Sci-Fi



Ping-Pong



Volunteer

Visit stefan1niculae.github.io to view the online version and access links to sources & screenshots.