

# 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 IoT 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](https://stefan1niculae.github.io) to view the online version and access links to sources & screenshots.