

EXPERIENCE

- Data Science Researcher** Bitdefender, RO 2017 - 2018 (1.3 years)
› User behavior anomaly detection engine using action-embedding and clustering (Tensorflow), deployed on all AV solutions
› Formalized abstract issues into solvable ML tasks; worked with graphical models, time series, model ensembles, pipelines
› Collaborated closely with 4 colleagues; participated in architectural decisions; held technical and theoretical presentations
- Data Scientist** Adobe, RO 2016 - 2017 (1.2 years)
› Researched a next-action predictor (Keras, Scikit-learn) for Adobe XD using LSTMs meant to give new users expert tips
› End-to-end design and implementation of product recommender (C#, SQL) for Adobe BC, part of the Premium plan
› Analyzed data and provided insight to management for business decisions; communicated directly with UX designers
- Teaching Assistant** University of Bucharest v2015 - 2016 (2 semesters)
› Wrote materials, homework, exams and lectured *Declarative Programming* (Haskell) and *Formal Languages & Automata* (C++)
- Data Science Intern** Intel, RO 2015 (3 months)
› Developed a spike-detection algorithm for IoT CPU statistics, in an interactive web dashboard (SciPy, Django, Highcharts.js)
- Game Developer** Clu Games, RO 2014 - 2015 (10 months)
› Created 4 mobile games for iOS and Android (Unity), implemented game mechanics, user interface and in-app purchases
› Worked in a startup team of 5 people, contributing to all phases, from inception to launch; mentored new developers

EDUCATION AND INVOLVEMENT

- MSc Intelligent Robotics** University of Southern California, US | 2018 - 2020
› Instituting the *European Students Organization*
- MSc Artificial Intelligence** 9.90/10 University of Bucharest, RO | 2016 - 2018
› Volunteered at *Math & Informatics Students Association*
- MSc Data Science** exchange semester Leiden University, NL | 2018
› Proposed idea and authored paper during my research at *LIACS, Natural Computing Group*
- BSc Computer Science** 9.93/10 University of Bucharest, RO | 2013 - 2016
› Selected as *Google Student Ambassador*; managed weekly *Student Club*; organized 40 students hackathon

SKILLS

- › **AI Technologies:** PyTorch, Tensorflow; Keras, Scikit-learn, SciPy ecosystem; visualization (Seaborn, Plotly, Tableau)
- › **AI Techniques:** supervised (DNN, SVM, DT, etc), unsupervised, RL; CNN, RNN, CV, NLP; dim. reduction; model selection
- › **SW Engineering:** SQL, Hadoop; Unix; data cleanup, handling big datasets and large models; signal processing; GPU
- › **Other CS:** backend (Django, .NET), frontend (React.js, webpack, Semantic UI, Sass), game development (C#), Haskell
- › **Soft Skills:** time management, communication, teamwork, leadership, public speaking, presentations, academic writing

AWARDS

- › Fulbright Scholarship 2018
- › Cornell, Maryland, Max-Planck Research Summer School
- › University of Bucharest Merit-Based Award 2014-2018
- › 1st place at Microsoft and Accenture Hackathons
- › Erasmus+ Development of Intercultural Diversity, Cyprus

PUBLICATIONS

- › *Reinforcement Learning vs Genetic Algorithms in Game-Theoretic Cyber-Security* (Master thesis)
- › *Automating Pentesting using Machine Learning* (2018)
- › *Predicting which Features of a Software Product Impact Customer Retention the Most* (Bachelor thesis)