

Highlights: Fulbright scholar; 3 years industry experience, published research; background in AI, SoftwareEng, applied Math

EDUCATION

MSc Machine Learning & Robotics (3.92/4)	University of Southern California, USA	2018 - May 2020
MSc Artificial Intelligence (9.90/10)	Univ. Bucharest & Leiden Univ., Netherlands	2016 - 2018
BSc Computer Science & Math (9.93/10)	University of Bucharest, Romania	2013 - 2016

EXPERIENCE

Machine Learning Research Intern Blizzard, Irvine CA (summer) 2018

- Created comparison framework for Reinforcement Learning performance, vs classic Recurrent-Convolutional approach
- Explored representations learned by Transformer components in a model inspired by Curiosity and World Models

Jr Machine Learning Researcher Bitdefender, Romania (1.3 yrs) 2017 - 2018

- Designed and implemented detection and prevention model pipelines, deployed on all antivirus solutions in EU and US
- Formalized abstract issues into solvable tasks; employed clusterings, embeddings, time series, graphical models
- Cooperated closely with 4 colleagues; participated in architectural decisions; held technical and theoretical presentations

Jr Data Science Researcher Adobe, Romania (1.2 yrs) 2016 - 2017

- Proposed, researched and presented a next-action predictor for Adobe XD, used in the on-boarding process
- Implemented (end-to-end) the product recommender engine for Adobe BC, currently part of the Premium plan
- Researched an ensemble of heterogeneous supervised model for selecting which product features drive retention

Data Science Intern Intel, Romania (summer) 2015

- Developed a spike-detection algorithm on CPU statistics, in an interactive web dashboard, for IoT damage prevention

Data Librarian at USC — held workshop series for Data Wrangling & Visualization for 30+ attendees (3 sem.) 2018 - 2020

Teaching Assistant at Univ. Bucharest — *Formal Methods* and *Functional Programming* courses (2 sem.) 2015 - 2016

Jr Game Developer at a Romanian startup — implemented interface and mechanics for mobile games 2014 - 2015

SKILLS

Languages: Python (Tensorflow, PyTorch, Scikit-learn, Scipy ecosystem), SQL, JavaScript (front-end), C++, C#, Tableau

Domains: Reinforcement Learning, Natural Language Processing, Computer Vision, model pipelines, Web, Game Dev

PROJECTS

- (2019) Self-driving for camera-enabled model car
- (2019) Dropout inspired by human neural connections
- (2018) Predicting controversial social media engagement
- (2018) Adaptive game difficulty using emotional cues
- (2017) Evolving a neural network for arcade games

INVOLVEMENT

- (2018-19) President of USC European Students Organization
- (2017) Presented and discussed at the Erasmus+ international project *Development of Intercultural Sensitivity*
- (2015) Selected as *Google Student Ambassador*; managed weekly *Student Club*; organized 40-student hackathon

PUBLICATIONS

- (AAMAS'19) Reinforcement Learning vs Genetic Algorithms in Game-Theoretic Cyber-Security
- (US Patent) Anomaly detection of user behavior based on raw system action embeddings

AWARDS

- (2018-2020) Fulbright Scholarship
- (2017) Cornell, Maryland, Max-Planck Research Summer School
- (2014-2018) Undergrad and Graduate Excellence Awards
- (2015,2016) 1st place at Microsoft; Accenture Hackathons