



STEFAN NICULAE

organized · dependable · passionate · light-hearted

EDUCATION

MASTER'S IN ARTIFICIAL INTELLIGENCE

University of Bucharest Oct 2016 - Jul 2018

Held Declarative Programming (Haskell) laboratory for final year Bachelor's students.

BACHELOR'S OF COMPUTER SCIENCE

University of Bucharest Oct 2013 - Jul 2016

Second highest finishing grade (9.8/10 overall).
Finished 3-year Psychopedagogy module.
Held Formal Languages and Automata tutoring class.
Finance dept. volunteer at the Student's Association.
github.com/stefan1niculae/school-projects

TRAININGS & WORKSHOPS

Various 2012 - Present

Time Management, Leadership, Conflict Management, Communication, Feedback, Public Speaking, Algorithmic Thinking, Fundamentals of UX.

EXPERIENCE

MACHINE LEARNING & DATA SCIENTIST

Adobe Mar 2016 - Present

Graduate project: implemented an ensemble classifier for customer retention. Worked with Big Data on every project. Developed interactive dashboard for retention statistics. Used Deep Recurrent Neural Nets to predict next user action.

IOT DATA SCIENCE INTERN

Intel Jun 2015 - Sep 2015

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

GAME DEVELOPER

Clu Games Jul 2014 - Apr 2015

Worked in a small team. Developed catchy one-tap and medium-small games for Android and iOS.
play.google.com/store/apps/details?id=com.jmg.pet
itunes.apple.com/app/blast-your-mind-marbles/id915387600

PROJECTS



EASY VIM

Learning platform for the Vim editor.
High emphasis on UX. Low learning curve.
Features smart suggestions and gamification.
github.com/stefan1niculae/easyVim



SENILE DE FOC

2D tank game. 4 players online death-match.
Features intuitive menus & controls, multiple playstyles and rich visual effects.
github.com/stefan1niculae/senile-de-foc



ANDROID STUDENT CLUB

Organized as a Google Student Ambassador. Weekly 3 hour semester-long meetings. Taught beginners how to make an application from scratch and discussed best practices.

SKILLS

Python (scientific, web)



JavaScript (front-end)



C# (Unity)



Machine Learning, Statistics



Time Management



SQL



Also experience with: HTML/CSS, user experience, data visualization, public speaking, Haskell, Swift.

HOBBIES



Vim



Hearthstone



Fitness



Sci-Fi/Fantasy



Table Tennis



Volunteering