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organized | dependable   passionate | light-hearted

STEFAN NICULAE

EDUCATION

BACHELOR'S OF COMPUTER SCIENCE
University of Bucharest   Oct 2013 - Jul 2016

Sparked my interest in areas of mathematics and computer science I didn't know I enjoyed before. Among top 2% students (9.66/10 avg). Involvement in the Student's Association as a Finance dept. volunteer. Interesting projects: github.com/stefan1niculae/school-projects

PSYCHOPEDAGOGY MODULE
University of Bucharest   Oct 2013 - Feb 2016

Held a Formal Languages and Automata tutoring class . Realized that anything can be explained in a simple way if you understand it well enough, whether it is an abstract concept or your code's intent.

TRAININGS & WORKSHOPS
Various   2012 - Present

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

EXPERIENCE

MACHINE LEARNING SCIENTIST
Mar 2016 - Present   Adobe

Applied statistical and hybrid machine learning approaches to predict retention on new Adobe products.
Worked with Big Data (Hadoop) and Deep Neural Networks (Scikit-Learn and Theano).

IOT OPTIMIZATIONS INTERN
Jun 2015 - Sep 2015   Intel

Experienced the working environment in a big corporation.
Developed a tool which processes application metrics and provides the analyst with statistical insight in a visual way.
CherryPy, SciPy back-end; D3, jQueryUI front-end (in Typescript).

MOBLE GAME DEVELOPER
Jun 2015 - Sep 2015   Clu Games

Worked in a small 5-man team of developers and designers.
Developed using the Unity framework (C#), for Android and iOS.
Examples: play.google.com/store/apps/details?id=com.jmg.pet
play.google.com/store/apps/details?id=com.jmg.marbles

PROJECTS

SENILE DE FOC
2D top-down tank game. Up to 4 players online deathmatch. Features multiple playstyles, intuitive menus, easy controls and rich visual effects. Source & screenshots:
github.com/stefan1niculae/senile-de-foc

GOD'S ACRE
Database management website with a big emphasis on user experience and intuitiveness. Django & Postgres back-end. Coffescript & Backgrid front-end. Source (WIP):
github.com/stefan1niculae/gods-acre

ANDROID STUDENT CLUB
Organized as a Google Student Ambassador in my University. Consisted of half a semester long weekly meetings. In the 2-3 hours we developed an Android application from scratch and discussed the newest technology trends.

SKILLS

Python (Scikit, Django)

JavaScript (CoffeeScript)

C# (Unity, ASP.NET)

Machine Learning, Statistics

HTML/CSS (Sass)

Unix

User Experience

Time Management

Public Speaking

Also experience with: C/C++ (OpenGL), PL/SQL (Oracle, Postgres), Java (Android), Haskell, Swift, R, Matlab and Agility (Scrum).

HOBBY

Vim   Hearthstone   Fitness   Sci-Fi/Fantasy   Table Tennis   Volunteering