

Interested in theoretical AI & ML and inter-disciplinary HCI, social and ethical applications; passionate about Data Viz

EDUCATION

MS Intelligent Robotics	University of Southern California, USA	Aug 2018 - May 2020
MSc Artificial Intelligence (9.90/10)	University of Bucharest, Romania	Sep 2016 - Jun 2018
Data Science (exchange semester)	Leiden University, The Netherlands	Spring 2018
BSc Computer Science (9.93/10)	University of Bucharest, Romania	Sep 2013 - Jun 2016

EXPERIENCE

Data Science Researcher	Bitdefender, Romania	May 2017 - Jul 2018
<ul style="list-style-type: none">• Researched the user behavior anomaly detection engine currently deployed on all antivirus solutions in EU and US• Formalized abstract issues into solvable tasks; employed clusterings, embeddings, time series, multiple model pipelines• Cooperated closely with 4 colleagues; participated in architectural decisions; held technical and theoretical presentations		
Data Scientist	Adobe, Romania	Mar 2016 - Apr 2017
<ul style="list-style-type: none">• 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• Analyzed data and provided insight to management for business decisions; communicated directly with UX designers		
Teaching Assistant	University of Bucharest, Romania	Sep 2015 - Jun 2016
<ul style="list-style-type: none">• Created interactive materials and lectured <i>Functional Programming</i> and <i>Formal Languages & Automata</i> to 90 students		
Data Science Intern	Intel, Romania	Summer 2015
<ul style="list-style-type: none">• Developed a spike-detection algorithm on CPU statistics, in an interactive web dashboard, for IoT damage prevention		
Game Developer	Clu Games, Romania	Jul 2014 - Apr 2015
<ul style="list-style-type: none">• Implemented game mechanics, user interface and in-app purchases and other components in 4 mobile games• Working in a team of 5 people, I contributed to all phases, from inception to launch and mentored new developers		

SKILLS

Software: Python (Tensorflow, PyTorch, Django), JavaScript (D3, React), C# (Unity, .NET), SQL, Hadoop, Tableau, C++

Domains: Data Mining, Natural Language Processing, Computer Vision, Frontend, Backend, Game Development

PROJECTS

2018 Swear words engagement on social media
2018 Physiologically adaptive game difficulty
2018 Combining reinforcement learning advancements
2018 Generating humor, an innate human trait
2017 Fast image completion and texture synthesis
2017 Evolving a neural network for arcade games
2016 Parallel image classifier implementation

INVOLVEMENT

2018 President of the *USC European Students Organization*
2017 Presented and discussed at the Erasmus+ international project *Development of Intercultural Sensitivity*
2016 Volunteered at *Math & Informatics Students Association*, collaborating in planning events for 400+ students
2015 Selected as *Google Student Ambassador*; managed weekly *Student Club*; organized 40-student hackathon

PUBLICATIONS

2018 Reinforcement Learning vs Genetic Algorithms in Game-Theoretic Cyber-Security
2016 Predicting Features that Drive Retention using Heterogenous Supervised Models Ensembles

AWARDS

2018-2020 Fulbright Scholarship, Graduate in USA
2017 Cornell, Maryland, Max-Planck Research Summer School
2014-2018 University of Bucharest Excellence Award
2015, 2016 1st place at Microsoft and Accenture Hackathons