Stefan Niculae

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Experience

Data Science Intern | ADOBE
March 2016 —Present

Worked on a classifier for retention-impactful product features. Developed a predictor for user's next action in Adobe XD. Implemented a product recommender system for Adobe BC.

Performance Optimization Intern | INTEL
June 2015 —Sept 2015

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

Game Developer | CLU GAMES
July 2014 —April 2015

Created catchy small-to-medium mobile games in Unity: Android example, iOS example

Education

Master's in Artificial Intelligence | University of Bucharest
2016 —2018

Teaching Assistant for Declarative Programming and Formal Languages & Automata classes.

Bachelor of Computer Science | University of Bucharest
2013 —2016

Graduated with second highest grade, 9.8/10. Finished three-year Psychopedagogy module. Volunteered at the Student's Association, finance dept. Interesting projects

Trainings

Introductory for: user experience, public speaking, time management, leadership.

Skills

Data Science	Web	Other
Python	Django, Flask	C#
Machine Learning	React	Haskell
Statistics	SQL	Swift

Personal Projects

Holocron — interactive visualization of learning and evaluating ML models. (wip)

Easy Vim — learning platform for Vim. Intelligent suggestions and gamification.

Senile de Foc — online multiplayer 2D tank game. Multiple play-styles and rich visual effects.

Google Student Ambassador — Android meetings for learning and discussing projects.

Hobbies

Vim   Cook   Gym   Sci-Fi   Ping-Pong   Volunteer

Visit stefan1niculae.github.io to view the online version and access links to sources & screenshots.