



# STEFAN NICULAE

organized · dependable · passionate · light-hearted

## EDUCATION

### MASTER'S IN ARTIFICIAL INTELLIGENCE

University of Bucharest Oct 2016 - Jul 2018

Teaching Assistant for Declarative Programming class  
[stefan1niculae.github.io/haskell-labs](https://github.com/stefan1niculae/haskell-labs)

### 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 tutoring class for Formal Languages and Automata.  
Volunteer at the Student's Association, Finance dept.  
[github.com/stefan1niculae/school-projects](https://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

Implemented pipeline and ensemble classifier for selecting retention-impactful product features.  
Developed interactive visualization for user action similarities.  
Next-action prediction using deep neural networks.

### 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, small-to-medium games for Android and iOS.  
[play.google.com/store/apps/details?id=com.jmg.pet](https://play.google.com/store/apps/details?id=com.jmg.pet)  
[itunes.apple.com/app/blast-your-mind-marbles/id915387600](https://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](https://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](https://github.com/stefan1niculae/senile-de-foc)



### ANDROID STUDENT CLUB

As a Google Student Ambassador, organized weekly Android 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