

Seeking a summer internship in Artificial Intelligence, on the research side, especially interested in social or ethical topics.

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

## SKILLS

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

**Domains:** Machine Learning (various paradigms), Artificial Intelligence (language, vision, others), Web Dev, Game Dev

## PROJECTS

2018 Swear words engagement on social platforms  
2018 Video-based heart-rate for attaining player flow  
2018 Combining reinforcement learning advancements  
2018 Generating an innate human trait: humor  
2017 Fast image completion and texture synthesis  
2017 Evolving a neural network to play Flappy Bird  
2016 Parallel image classifier implementation

## INVOLVEMENT

2018 Instating 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 Supervized 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