#### **Tudor Matei**

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### **Profile**

• My name is Tudor; I am a 16 years old computer enthusiast. I am currently in the 11th grade, expanding my knowledge on different fields like artificial intelligence, game development and software engineering.

### Education

### EUROPEAN SCHOOL OF BUCHAREST

• Currently first year of the International Baccalaureate (IB) Diploma Programme studying computer science and mathematics.

## **Experience**

#### Java Masterclass

Udemy Course May 2020

- The course covers in-depth core subjects like object-oriented-programming, algorithms and java collections
  module and also subjects like JavaFX, scenebuilder, regular expression, databases, networking and much
  more.
- The course consists of 400 lectures.

## **Python Bootcamp**

Udemy Course February 2021

- The course covers all python core subject like object-oriented-programming, algorithms and advanced python features like web scraping, sending emails and image manipulation.
- The course consists of 150 lectures.

#### **Tensorflow Specialization**

Coursera Course

June 2021

- The course covers the implementation of artificial, recurrent and convolutional neural networks
  including topics like image classification, time series prediction and natural language processing using
  tensorflow and python.
- The course was developed by the lead google AI advocate.

## Unity C#

Udemy Course January 2021

- The course covers in-depth use of the unity game engine and also presents a thorough implementation of csharp and unity.
- The course consists of 200 lectures.

## **Leadership & Activities**

# **DevHacks Hackathon**

Bucharest

# **Game Programmer and 3D Modeler**

November - 2019

• Second place in a game development hackathon, where the participants had 24 hours to develop a game that would bring to attention climate change problems.

#### **Skills & Interests**

Technical: Python, Java, C#, Unity, Blender, Flask, Tensorflow, HTML, CSS, Microsoft Office

Language: Fluent Romanian (native), Fluent English (C1), Conversational German (A1)

Interests: Artificial Intelligence, Game Development, 3D Modelling