# ALEXANDRU-GABRIEL VASILE

# **Education and Certifications**

### **University POLITEHNICA of Bucharest**

Bachelor's Degree, Computer Science |

Expected graduation date: Jun. 2026

- Finished first and second year with a cumulative grade of 9.34/10.
- Relevant Courses: Computer Programming, Data Structures and Algorithms, OOP, Numerical Methods.

Machine Learning Specialization, DeepLearning.Al, Stanford University, Sep 2024 Deep Learning Specialization, DeepLearning.Al, Oct 2024

## **Projects**

### Supervised & Unsupervised Machine Learning - Julia & Python

July 2024 - Sep 2024

- A collection of supervised and unsupervised learning algorithms written in Julia and Python that reliefs basic knowledge and theory in machine learning.
- In supervised part, the collections contains different **regressions models**, used to predict items in different datasets, **neural networks** used in MNIST database.
- In unsupervised part, the collections contains clustering with kmeans, Recommender Systems via Collaborative filtering, Anomaly Detection and Reinforcement Learning.

Dataplane Router - C Mar 2024 - Apr 2024

- The project consists of implementing a **dataplane** for a router and simulated on 4 hosts connected to two routers.
- The implementation is responsible for: forwarding packages to destination, ARP protocol and ICMP protocol.

### GlobalWaves x Http - Audio Player - Java

Nov 2023 - Jan 2024

- A spotify-like player with functionalities ranging from basic audio playback (search, next, prev, top5) to complex features like analytics, recommendations, and monetization strategies based on data collected from all users.
- The program uses particular design patterns (Strategy, Command, Observer) and various data structures.
- The Audio Player is incorporated into a Http-server where multiple web-clients can do requests on server.

Load Balancer - C Apr 2023 - May 2023

- This program simulates a mechanism frequently used in distributed systems and has the advantage of fulfilling the **minimal disruption constraint**, i.e. minimizing the number of transfers required when a server is stopped or started.
- The program uses Consistent Hashing on a hash-ring structure which can contain up to 100.000 linked servers.

### **Virtual Memory Allocator - C**

Mar 2023 - Apr 2023

- Developed an entire virtual memory allocator that had the role of **reserving memory**, at the library level, traditionally through memory calls such as **malloc()** or **calloc()**.
- Also, the memory allocator deals with freeing reserved areas, the related library call being free().

### PPM Image Editor - C

Nov 2022 - Jan 2023

- An entire photo editor built to handle .ppm and .pgm files and apply different effects and filters such as crop, rotate, Edge, Sharpen, Blur using kernels and convolution matrices.
- Special features for **black and white** pictures such as **histogram** (displays a histogram of the gray shades used) and **equalize** (adjust the contrast of an image by modifying the intensity distribution of the histogram).

# Volunteering and Extracurricular

### LSAC - association for students

Oct 2023 - Ongoing

· Orchestrating workshops, coding sessions, and events to enhance skills and encourage continuous learning.

#### Competitive Programming

Oct 2021 - Ongoing

• Participation in various online programming competitions such as CodeForces, AtCoder, CodeChef, LeetCode.

### Skills

#### **Programming Languages:**

C/C++, Java, Julia, Python, Assembly Languages, Octave

### Technologies & Tools:

Flask, Git, Linux, Docker

#### Languages:

Romanian(Native), English(Fluent)