Adrian Cătălin Dumitru

# Technical Skills

Python, TensorFlow: 4  
JavaScript, ReactJS: 3  
AWS SageMaker, Docker: 2  
SQL, PostgreSQL: 3  
Figma, Adobe XD: 2

# Foreign Languages

- English: C1  
- Spanish: B2

# Education

- University Name: University of Bucharest  
- Program Duration: 4 years  
  
- Master Degree Name: University of Bucharest  
- Program Duration: 2 years

# Certifications

- AWS Certified Cloud Practitioner  
- Microsoft Certified: Azure AI Fundamentals

# Project Experience

1. Machine Learning Model for Predictive Analytics  
 Developed a predictive analytics model using Python and TensorFlow as part of a university project. The model was designed to forecast sales trends based on historical data, achieving an accuracy of 85%. Implemented the model on AWS SageMaker to leverage cloud computing resources for training and deployment. Utilized Docker for containerization to ensure consistent environments across development and production. Technologies and tools used: Python, TensorFlow, AWS SageMaker, Docker.  
  
2. Interactive Web Application for Data Visualization  
 Created an interactive web application using JavaScript and ReactJS to visualize complex datasets. The project was part of an internship where the goal was to provide users with intuitive data insights through dynamic charts and graphs. Integrated PostgreSQL to manage and query large datasets efficiently, enhancing the application's performance. Collaborated with a team to ensure responsive design and cross-browser compatibility. Technologies and tools used: JavaScript, ReactJS, PostgreSQL, Chart.js.  
  
3. User-Centric Mobile App Design  
 Designed a mobile application interface focusing on user experience and accessibility during a design course project. Utilized Figma and Adobe XD to create wireframes and prototypes, conducting user testing to iterate on design improvements. Worked closely with developers to ensure the design was implemented accurately and maintained usability standards. This project emphasized the importance of user feedback in the design process. Technologies and tools used: Figma, Adobe XD.