Florentina Bratiloveanu

Personal Data

Place and Date of Birth:	Romania | 2 September 1992
Phone:	+40 727 187 395
email:	florentina.bratiloveanu@gmail.com

Education

Current
2015-2017
MSc in Computer Science, **The University Politehnica of Bucharest**
Artificial Intelligence Specialization

September 2015
BSc in Computer Science, **The University Politehnica of Bucharest**
Compilers Specialization

July 2011
Highschool, **"Traian" National College**, Drobeta Turnu-Severin, Romania
Mathematics-Informatics Specialization

Work Experience

Jan 2016 - Apr 2016
Junior Developer at Temenos, Romania
Worked with PHP, HTML, CSS, J2EE, JBoss, Maven, SVN for developing financial software.

Jul 2015 - Sept 2015
Junior R&D Engineer at Fotonation, Romania
Worked with Matlab for developing machine learning algorithms and Torch for developing convolutional neural networks.

Jun 2014 - Sept 2014
Junior Software Developer at Ixia, Romania
Worked with Python for developing automation tools and C# or ExtJS for modifying existing graphical user interface.

Jun 2013 - Jul 2013
Intern at ACS Interactive, Romania
Worked with HTML, CSS, PHP, MYSQL for developing small web projects.

Volunteer Experience

Jun 2014 - present
Member at ROSEdu, Romania
For the last three summers, I have been organizing ROSEdu Summer Workshops. This event is dedicated to students who want to improve their technical skills in a more relaxing atmosphere.

Oct 2013 - Jun 2015
Trainer at Edusfera, Romania
Digital Kids is a project proposed by Edusfera Association and consists of programming courses for children, where they can learn programming languages like Scratch or Javascript. My responsibilities are to teach different subjects and to provide explanations or support for children aged 8 to 14.

Nov 2012, 2013
Volunteer at Sonoro, Romania
SoNoRo Festival is an exceptional cultural event, designed to promote chamber music. My responsibilities included flyer distribution and organizing people at the event to find their places.

Computer Skills

Basic Knowledge:	OpenMP, MPI, Pthreads, C#, HTML, css
Intermediate Knowledge:	C++, Javascript, Android, PHP, mySQL, Linux, Haskell, Scheme, Lua&Torch, Latex, Git, SVN
Advanced Knowledge:	C, JavaSE, Python

Projects

LCPL to C Translator	The syntactic and semantic analysis was already implemented, thus I had to implement the translation from LCPL to C language.
LLVM Code Generator	LLVM was used to generate intermediate code for the LCPL language. I had to design specific expressions for each LLVM expression.
Particle Swarm Optimization	In my case, I used this algorithm for minimizing some objective functions. The algorithm is effective because it is a population based stochastic optimization technique. The simulation was implemented using Java.
TSP with Ant System	Ant Colony Optimization algorithm used in graphs is a good alternative to the classical exhaustive solution implemented with backtracking. Thus, it can get close to the optimal solution for the Travel Salesman Problem. The simulation was implemented using Java.
Playing games with Q-Learning	The idea of the project is to use an algoritm capable of learning an action-value function for any game that has a Markov representation without having any prior knowledge. The project was implemented in Java and tested with Hanoi Towers and Treasure Hunt.
Pickup Pack	Pickup Pack is an application written in Android, PHP and mySQL for sending packs from one town to another. I used Android for graphical interface, PHP as a server-side language and mySQL for information persistence.
Flower Power Libray	Flower Power library is an application written in C# and mySQL. I used C# Windows Forms for graphical interface and mySQL as persistent storage. The purpose of the application was to keep records of borrowed books.
Robot Path Planning	The purpose of the project was to plan the path of two robots into a labyrinth of rooms. This application was made using Scheme.
Network Simulation	Network Simulation is an application written in three distinct languages: Haskell, Scheme and Prolog. The purpose of the project was to observe the difference between implementations and paradigms, thus I have gained skills in adapting to different programming languages.

Languages

English:	Fluent
French:	Basic Knowledge
Romanian:	Mothertongue

Interests and Activities

Teaching, Roller skating, Trekking, Visiting
Technology, Programming, Artificial Intelligence