

EDUCATION

Manchester, United Kingdom **The University of Manchester** **September 2014 – June 2017**

- BSc(Hons) Artificial Intelligence
- Modules taken include AI and Games, Advanced Algorithms, Machine Learning, Logic and Modelling, Discrete Maths, Agile Software Development, Symbolic AI, Quantum Computing, Natural Language Systems
- Member of HackSoc society, *co-organiser* of 2015 GreatUniHack, *150-attendee hackathon*

Bucharest, Romania **“Mihai Viteazul” National College** **September 2010 – June 2014**

- Graduated with a Baccalaureate Diploma averaging 8.83 out of 10 with **9.85 out of 10 at Mathematics**

AWARDS

- **Softwire “Best Game” Prize, HackTGM 2017:** Unity3D platformer with difficulty based on the emotions you display.
- **O2 “Best Passenger Movement Solution”, DfTHacks 2017:** Analysing passenger behaviours during Tube disruptions.
- **Bloomberg “Best Hack” Prize, HackCambridge 2017:** Analysing audience attention span during a presentation, using *Microsoft Cognitive Services APIs (built in Python and PHP)*
- **2nd Place and Microsoft Prize, OxfordHack 2016:** *Python*-based program that *generates original music* from lyrics, by analysing them with *Microsoft Text Analysis API*
- **Bloomberg “Biggest Impact” Prize, GreatUniHack 2016:** *Java Android* app to auto-upload photos taken at events
- **Best Developer, HackTrain3.0 2016:** Most proficient attitude and skills among the 80 participants
- **2nd Place and SNCF Prize, HackTrain3.0 2016:** Classifying cloud point LiDAR data, the *hardest hackathon challenge*
- **BrainTree Prize, HackKings 2015:** Best app to implement the BrainTree API, gamifying charity (*made with ionic*)
- **3rd Place and BrainTree Prize, Techsylvania 2015:** Music-remixing 3D app based on Leap Motion (*built in Unity3D*)
- **JP Morgan Prize, StrathHack 2014:** *Python*-based educational game that teaches maths through stopping zombies

EXPERIENCE

Software Engineering Intern **Man AHL** **June 2017 – Present**

- Providing new functionality to existing backend infrastructure, in **Python**, effectively cutting storage costs
- Automating outlier detection for diagnostic files and reducing manual labor required

Freelance Web Developer **Summer 2014 – Spring 2017**

- Designing, building and enhancing various web applications, using PHP (OOP, MVC frameworks - Laravel, CMS), JavaScript (jQuery, Angular.js, node.js), HTML and CSS

Software Engineering Intern **University of Manchester** **Jun 2016 – Aug 2016**

- Designed and built a *back-end solution* for user role and permission management, for the University’s Newsagent system, using PHP, Perl and Python
- Built a web-based visualization and drag&drop management tool, using HTML, CSS and JavaScript

PROGRAMMING LANGUAGES AND TECHNOLOGIES

- Experienced with: Python, Java, PHP, C#
- Knowledgeable: C++, C, SQL, JavaScript
- Technologies used frequently: Linux, Git, Unity3D, MSOffice, Blender, Photoshop, Matlab