

NANESCU EDUARD-DANIEL

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EDUCATION

Faculty of Electronics, Telecommunications and Information Technology

BE, Ingineria Informatiei

Bucuresti, RO

Oct 2022 - Oct 2026

"Mihai Eminescu" National College

Bacalaureat, Matematica-Informatica

Bucuresti, RO

Sep 2018 - Sep 2022

PROJECTS AND ATTENDANCES

NXP & IP Workshop Rust Workshop Rust, Linux, Git

- Learned alongside other students about the fundamentals of Rust while working on a real project
- Applied what we learned in order to create a program which resembles the behaviour of the `ls` command
- Got to know open-source Rust projects and how to contribute

1st Vodafone Innovation Summer School C/C++, AI/Deep Learning, 5G/Telecom, IoT/nbIoT

- Spoke to experts in various fields of activity such as AI, IoT, 5G, Radio Network Planning, Antenna Characterization and drones.
- Created our own 5G network using OpenRAN and measured mobile network performance.
- Made our own simple image recognition software and we tried to detect deep fakes using deep learning
- Read sensor data remotely with the help of NB-IoT
- Pitched a business idea to Vodafone executives and got feedback on our work.

ESP-32 team project GitHub, JSON, HTTP, Arduino, Bluetooth Low Energy, C

- Worked with my colleagues to remotely control an ESP-32 with an Android App
- Developed the communication protocol which relied on sending JSON messages through Bluetooth LE
- Created method to fetch JSON information from the internet using HTTP

Developing software for gaming server Java, GitHub, MySQL, Android, Maven, Linux

- Worked with a numerous team to develop creative solutions for new game mechanics.
- Developed an Android app for the administration team in order to remotely control the server.
- Created a Discord Bot in order for the players to interact with the server while offline.
- Developed mechanics using Java in order to improve the user's experience.

Website development HTML/CSS/JS, Bootstrap, Google Analytics, JSON, Google Cloud Platform

- Worked on several personal and business websites using HTML, CSS and JavaScript
- Created the design using Bootstrap as a framework and CSS in order to customize it.
- Developed the backend in JavaScript, which included an admin panel, search engine, suggested products, recently viewed items, etc.
- Optimized the websites for SEO using Google's tools and by creating high-quality web pages.

AWARDS AND CERTIFICATES

2nd Prize at the Student's Scientific Communication Session @ ETTI

UPB, 2023

- Worked alongside my colleagues to create an Android App which aims to eliminate loneliness by offering people fun ideas and suggest people they could interact with.
- Created Twitter-like posting of text and multimedia files by using a Cloud API, and stored the rest of the data in a MySQL database.
- Developed live messaging by communicating with a Java Socket on a Linux server.
- Solved performance issues due to multiple database connections.
- Designed the app's interface in XML, respecting the Material design directives.

Participant @ Reply Code Challange Hackathon 2023

Reply Code Challanges, 2023

- Worked with my teammates in order to come up with a solution to Reply Code's challenge in Java.
- Learned how to work efficiently as a team in a stressful environment.

- Developed a modern replica of Space Invaders with some personal additions in Java Swing.
- Designed the game's assets in Photoshop.
- Developed the backend using Java and Java Swing.

Cambridge English Certificate

Cambridge University Press & Assessment English, 2018

TECHNICAL SKILLS

Programming languages:	Java, C/C++, Python, Verilog, HTML/CSS/JS, SQL, Assembly x86, x64, Rust
Frameworks and libraries:	Android, Bootstrap, Arduino, Tensorflow Keras, Java Spring and Swing, BLE
Tools:	Git, Linux, Maven, Gradle, Google Cloud Platform, MySQL, Docker, REST APIs
Programs:	IntelliJ, Eclipse, OrCAD, Vivado, Matlab, VSCode, Android Studio
Languages:	English, French