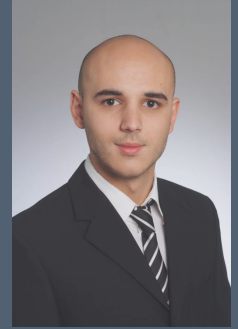


Software Developer &  
Data Scientist



[dinu.marius-constantin@hotmail.com](mailto:dinu.marius-constantin@hotmail.com)  
[www.dinu.at](http://www.dinu.at)



### employment

October 2016 – present  
CELUM GmbH

<http://www.celum.com>

Position: Data Scientist

Expertise: Object-in-Context Recognition with Deep Neural Networks

May 2018 – December 2018

Imagine Kara LLC (Delaware USA)

Position: CEO

Expertise: Fintech Development - Crypto Currency for Distributed AI-Computation

August 2016 – September 2016

Hagenberg Software GmbH (aquired by S&T-Technologies)

<http://www.snt-technologies.com>

Position: Software Developer

Project: Cross-Platform App Development using Apache Cordova

April 2016 – June 2016

Siemens Corporate Research

<http://www.usa.siemens.com>

Department: CT (Princeton USA)

Position: Software Developer Internship

Expertise:

- Xamarin Cross-Platform App development
- Evaluated and Implemented Machine Learning Algorithms (Support Vector Machine / Recurrent Neural Networks)
- Implemented .NET Interop Services for Android NDK usage

December 2010 – March 2016

Novotech Elektronik GmbH (aquired by S&T-Technologies)

<http://www.snt-technologies.com>

Department: Banking Automation

Position: Software Architect and Product Manager

Expertise:

- Project Management
- Service Team Coordination
- Developed with modern Programming Platforms (Java, C#.Net)
- SOAP / WebServices
- Designed and Implementaiton of Self-Service Coin Counting Devices
- Support and Training of International Customers

### certifications

2017

Udacity Nano Degree

Deep learning Foundation

<http://wp.me/a7SrVj-1bY>

2011

Oracle Certified Professional,

Java SE 6 Programmer

CIIT GmbH

<http://www.dinu.at/data/certifications/021133.pdf>

2010

MCITP Administrator

bit group GmbH

<http://www.dinu.at/data/certifications/MicrosoftZertifikat.pdf>

### interests

- App Development (iOS and Android)
- Raspberry Pi
- VR Gaming - Unreal Engine 4 and Unity4
- Multimedia editing using Adobe Photoshop, InDesign, Premiere and After Effects
- Crypto Currency Masternode development
- Research in Artificial General Intelligence and Quantum Mechanics

### skills

Java 90%

C# / .NET 90%

C 40%

C++ 60%

Python 70%

R 30%

Mathematica 30%

XML / XPath / XQuery 70%

SQL/NoSQL 70%

JavaScript / TypeScript 80%

Unity / Unreal Engine 20%

HTML5 / PHP / jQuery / CSS3 / LESS 70%

Pytorch 60%

Tensor Flow 50%

Software Analytics 80%

Software Architecture 90%

Product Management 80%

iOS / Android 70%

Xamarin / Cordova 70%

Linux / Mac 100%

Windows 100%



## education

October 2017 – present

Johannes Kepler University Linz | University of Applied Sciences Upper-Austria  
Expected Degree: Master's Degree Computer Science - Data Science (summer 2019)  
<http://informatik.jku.at/teaching/master/DS/index.html>

Expertise:

- Machine Learning (SVM, ANN, Genetic Programming)
- Data Warehousing
- Artificial Intelligence
- Deep Learning

Exchange Program: WS 2018/19, National Taiwan University of Applied Science and Technology

October 2013 – September 2016

University of Applied Sciences Upper-Austria  
Degree: Bachelor of Science in Software Engineering  
<https://www.fh-ooe.at/en/hagenberg-campus/studiengaenge/bachelor/software-engineering>

Expertise:

- Object oriented and component based architecture
- Test and model driven development
- Learned software design principles
- Advanced algorithmics and heuristics
- Usability engineering
- Programming with Pascal, Java, C, C++, C#, JavaScript, SQL, XML

September 2012 – July 2013

University of Applied Sciences Upper-Austria  
Earned Degree: G.E.D.  
<https://www.fh-ooe.at/en/study/without-a-levels>

November 2010

WIFI  
Passed Exam: Apprenticeship Certification  
<http://www.wifi.at>

September 2005 – July 2007

HAK Auhof  
Attended: Economic-focused secondary school  
<http://www.hakauhof.at/index.php/hak/hakit>

September 2002 – July 2005

HTL Paul Hahn  
Attended: Engineering-focused secondary school  
<https://www.litec.ac.at/fachrichtungen/mechatronik/htl-tagesschule/>

## projects

- Demo Project: Photo Management App for iOS incl. Web App
- XAP: Masternode backend development
- Operation Phrike: Simulation software for virtual reality stress test analysis using Oculus Rift, Myo, Unreal Game-Engine and C# (WPF, Entity Framework)
- XCompilR: Cross-Language compiler, mapping different programming languages to the .NET platform using C#, Coco/R and Roslyn
- MER: Handwritten mathematical equation recognition application using Xamarin, C#, C++, Python, Android NDK and Machine Learning (Support Vector Machine, Recurrent Neural Networks)

## hobbies

- Soccer, Tennis, Ping Pong, Cycling, Running, Soft Ball, Jiu-Jitsu, Karate, Aikido
- Fishing
- Gaming (Xbox, Steam)
- Sightseeing / Traveling
- Photographing
- Reading

## skills

Java	90%	XML / XPath / XQuery	70%	Software Analytics	80%
C# / .NET	90%	SQL/NoSQL	70%	Software Architecture	90%
C	40%	JavaScript / TypeScript	80%	Product Management	80%
C++	60%	Unity / Unreal Engine	20%	iOS / Android	70%
Python	70%	HTML5 / PHP / jQuery / CSS3 / LESS	70%	Xamarin / Cordova	70%
R	30%	Pytorch	60%	Linux / Mac	100%
Mathematica	30%	Tensor Flow	50%	Windows	100%

\*Scales are estimated based on relative time investment on projects or work related experiences