

# Oana-Iuliana Popescu

## Summary

Computer Science Master student and software developer highly interested in Machine Learning and Computer Vision.

## Education

**Informatik, Master of Science, Friedrich-Schiller-Universität, April 2018–**  
Jena.

Expected graduation date: September 2020

**Computer Science and Media, Master of Science, Bauhaus- 2016–2018**  
*Universität Weimar, Weimar.*

**Medieninformatik, Bachelor of Science, Bauhaus-Universität 2012–2016**  
*Weimar, Weimar, Grade: 1.6.*

Graduation date: 8. Juli 2016

**Highschool, Liceul Teoretic "Ovidius", Constanța, Romania. 2008–2012**

Computer Science, Mathematics and English

## Bachelor Thesis

**Title:** *HingeFEM: Design and Evaluation of an E-learning Software for the Finite Element Method*

**Supervisors:** Jun.-Prof. Sven Bertel, *Chair of Usability* and Prof. Klaus Gürlebeck, *Chair of Applied Mathematics*

**Focus:** E-learning, user-centered design, rapid prototyping, user studies, quantitative and qualitative data collection and evaluation

Programming language: C++

Libraries: OpenGL, Qt

## Research Projects

**Natural Sequence Models for Semantic Text Alignment, Chair of 2017–**  
*Web Technology and Information Systems, Bauhaus-Universität Weimar.*

**Focus:** Machine learning, recurrent neural networks, convolutional neural networks, natural-language processing, semantic text similarity

Programming language: Python

Libraries: Pytorch

**pART (parametric Architecture Retrieval Tool) and pART 2014-2015**  
**Bench, Chair of Usability, Bauhaus-Universität Weimar.**

**Focus:** Parametric floorplan search, touch and tangible interaction, responsive design, user-centered design, rapid prototyping, user studies, quantitative and qualitative data collection and evaluation

Front-end: Javascript, TUIO, reactIVision

Back-end: Django

## Experience

**Software Developer, Corporate Research and Technologies, Corporate 2017–**  
*Algorithms, Carl Zeiss AG, Jena.*

Solving tasks as part of the "Machine Learning/Computer Vision" team.

Programming languages: Python

Libraries: Tensorflow, sklearn, Matplotlib

**Intern / Working Student**, *Corporate Research and Technologies*, 2016–2017  
Carl Zeiss AG, Jena.

Design, implementation and evaluation of an interface for data exchange. Improvement of the workflow between optic designers and design engineers.

Programming languages: Python Libraries: PyQt, pythonOCC

**Research Assistant**, *Media Faculty*, Bauhaus-Universität Weimar. 2016

Data collection and evaluation for research studies on the topic of e-learning.

Software: SPSS

**Tutorial Assistant**, Bauhaus-Universität Weimar. 2014–2016

Tutorials on analysis, linear algebra and the computing environments Matlab and Maple for Bachelor and Master students.

**Research Assistant**, *DFG Graduiertenkolleg 1462*, Bauhaus-Universität Weimar. 2012–2013

Extension of a mesh generation software used for finite element analysis.

Programming languages: C++ Libraries: OpenGL

## Skills

**Programming languages:** C++, Python, Javascript, Haskell

**Libraries:** Tensorflow, Pytorch, Qt, OpenGL, pythonOCC, Django, TUIO, reactIVision

**Computational environments, statistics software:** Maple, Matlab, SPSS

**DBM:** MySQL

**Version control:** git, SVN

**OS:** Windows, Unix

**Text Preparation:** L<sup>A</sup>T<sub>E</sub>X

## Language Skills

**German:** Proficient

*TestDAF, B2*

**English:** Proficient

*Cambridge Certificate: Advanced*

**Romanian:** Native

**Spanish:** Fluent in speaking

*Bauhaus-Universität Language Centre, B1*

## Publications

Veronika Krauß, Ekaterina Fuchkina, Gabriela Molina León, Oana-Iuliana Popescu, Florian Ehtler, and Sven Bertel. part bench: A hybrid search tool for floor plans in architecture. In *Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces*, ITS '15, pages 265–270, New York, NY, USA, 2015. ACM.