

Daniel Maxim

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danielmaxim.com

Software engineer & developer, academical and personal experience in the AI field. Strong adaptability in the working field. Member of Mensa International, which requires an IQ of 130 or higher for entry (Above 2 standard deviations), driven by a keen analytical mindset and logical problem-solving abilities.

EDUCATION

Unicam, Camerino — Bachelor's Degree in Computer Science 2020-2023

Studied various mathematical fields and delved into object-oriented programming, cloud computing, databases, software engineering, and web programming. Additionally, I covered various general computer science topics. Completed projects on artificial intelligence and worked with procedural generation algorithms.

I.T.I.S. E.Divini, S.Severino — *Diploma in Computer Science* 2015-2020

5 years of general education, studied C++, Java, SQL. Also, I had the opportunity to interact with native English speakers and acquired various soft skills.

JOBS

Halley. SRL

Currently working as a software engineer in a company managing almost half of the country's cities's Management software, developed mobile web apps and interfaces for government personnel. Now working alongside my manager running a division of the company that is in charge of user roles and permissions.

Bit. SRL

Worked for 5 months as a web developer, with asp.net and C# while in university.

Unicam

Worked with the university on 2 separate occasions on 2 projects, one regarding ai in the medical field and another in the gaming industry field.

CS SKILLS

Java
C++
C#
Python
SQL
Asp.Net

EXTRA

Mensa international member (proof of intellect)

LANGUAGES

English
Italian
Romanian

For a total of 13 months for both projects, details of the projects listed below.

Freelance services

After graduation for 1 month i worked on 2 separate freelance jobs for privates regarding tradings scripts in pine script and python programs for compound interest prediction

PROJECTS

Stress Detection — *Machine Learning*

I developed a machine learning model in Python for stress detection using wearable sensors through a deep cnn.

Procedural Generation in Gaming— *Algorithm Creation*

I developed a procedural generation algorithm for content in video game titles, implemented in an upcoming release. This will also be a future engine that can be implemented in different titles of the same genre.

SKILLS

Oral Skills

English is one of my main languages, with proficiency on par with Italian. I use English daily for both entertainment and work. Since graduation I have traveled a total of 2 months with exclusive use of the English language.

Technical Skills

Great adaptability in the working field and desire for growth. Proficient in the use of multiple technologies and able in learning or picking up again past tech in a short period of time.