



Mihaela Grigore

Research and Development | Entrepreneurship | Data Science
Paris

Summary

Experienced technologist, with a multidisciplinary background (software development, hardware development, entrepreneurship, digital education and research). My diverse experience offers me the ability to analyse situations from multiple perspectives.

My experience in corporations, SMEs and research institutes shows my adaptability to different work environments, team sizes and international settings.

Currently immersing myself in Data Science, ML and Analytics. I am looking for a position in Artificial Intelligence / Data Science in an ambitious company of any size.

Experience

BIO SENTINELLE

Growth Strategist

March 2020 - July 2020 (5 months)

Paris, Île-de-France, France

Studio Traversee is a game design school for at-risk adolescents.

Responsibilities:

- benchmark of alternative education organizations in Paris
- interview stakeholders and specialists in the field
- develop proposals to enrich the educational offer
- identify new revenue streams

Electric Mura

Co-Founder

November 2013 - September 2019 (5 years 11 months)

Bucharest, Romania

Co-founder of a company focused on hardware development and remanufacturing. We specialize on three industry verticals: automotive, medical devices and light electric vehicles (LEV)

Roles:

Contact

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mihaelagrigore.info/ (personal website)

Top Skills

Software development

Analytical Skills

Entrepreneurship

Languages

English (Full Professional)

Romanian (Native or Bilingual)

French (Limited Working)

Spanish (Limited Working)

Certifications

Neural Networks and Deep Learning - Jan 2021, Coursera

PyTorch for Deep Learning with Python - Oct. 2020, Udemy

Python for Data Science and Machine Learning Bootcamp - Aug 2020, Udemy

Publications

Orientation-Tuned Surround Suppression in Mouse Visual Cortex - 2014, Journal of Neuroscience

- business development (sales, finance, partnerships, marketing - online and offline)
- operations (legal, admin, HR and finance)
- hardware development & research

PopUp Street

Co-Founder

January 2015 - December 2015 (1 year)

Bucharest, Romania

I teamed up with two Romanian architects to create, manage and grow an online platform and community for facilitating the short term rental of commercial space (the so called pop up shops) as a means to address two problems: the underdevelopment of creative industries and the regeneration of abandoned urban space.

The idea was received with enthusiasm by potential tenants, but our in-depth marketing research showed the landlords not to be ready for this model of property rental. We did not succeed in securing the funding for the ample marketing campaign that became clear was needed and we decided to shut down Pop Up Street.

Donders Institute for Brain, Cognition and Behaviour, Centre for Cognitive Neuroimaging

Research Intern

September 2012 - September 2013 (1 year 1 month)

Nijmegen, Netherlands

Research Group: Cognitive Artificial Intelligence Group (headed by Prof. Dr. Peter Desain)

Supervisor: Dr. Makiko Sadakata.

Project topic: Electroencephalography (EEG) based neurofeedback for second language acquisition.

Responsibilities: design and conduct the scientific experiments, data collection, statistical data analysis (R, Matlab), scientific reporting.

Other skills / knowledge acquired: classification algorithms for EEG-based Brain-Computer Interfaces

Netherlands Institute for Neuroscience

Research Intern

January 2012 - July 2012 (7 months)

Amsterdam Area, Netherlands

Research Group: Vision and Cognition Group (headed by Prof. Dr. Pieter Roelfsema)

Supervisor: Dr. Matthew Self.

Project topic: A study of visual cortex in rodents using intracranial electrodes.

Responsibilities: participate to experiments, data collection, data analysis (Matlab, SPSS), scientific reporting.

Oracle Corporation

Technical Analyst

November 2010 - August 2011 (10 months)

Bucharest, Romania

Responsibilities: technical support for business customers in EMEA region, proactive activities according to product support strategy.

Radcom

Software Developer

September 2009 - November 2010 (1 year 3 months)

Bucharest, Romania

Responsibilities: web applications development. I was part of the whole software development lifecycle (client requirements analysis, design, implementation and maintenance).

Programming: Java, Struts, Hibernate, JSTL, JDBC, JSP, Servlets, Javascript, AJAX, SQL, PL/SQL.

Software tools: NetBeans, Apache Tomcat, Maven, Visual Paradigm (UML modeler and database design)

Database Management Systems: MySQL, Oracle

Critical Software

Software Developer

March 2008 - September 2008 (7 months)

Coimbra, Portugal

Responsibilities: assess the feasibility of and propose the necessary steps for porting the European Space Agency commissioned real time operating system xLuna to a new hardware architecture.

Programming: C, Assembly (SPARC, PowerPC)

GNU toolchain, CVS

Freescale Semiconductor

Software Engineer (Networking Applications)

July 2007 - December 2007 (6 months)

Bucharest

Responsibilities: develop software to test multimedia hardware devices produced by Freescale Semiconductor.

Programming: C/C++

Skills and knowledge:

- Data transmission protocols (error correction, data compression)
- Video and audio compression
- Request for Comments (RFC) documents for video / audio streaming
- VoIP protocols (SIP, H323, MGCP)

Education

CRI

Master of Science - MS, Interdisciplinary Approaches in Research and Education · (2019 - 2021)

Universiteit van Amsterdam / University of Amsterdam

M.S., Cognitive Science Research · (2011 - 2013)

Universitatea „Politehnica” din București

B.S., Computer Science · (2003 - 2008)

"I.C. Bratianu" National College

Highschool, Mathematics | Physics | Informatics

Technical skills

Data analysis: Python, SPSS, R, MATLAB

Data science: data visualization, statistics, machine learning algorithms, various Python libraries for DS (NumPy, SciPy, Pandas, Keras, SciKit-Learn, PyTorch, TensorFlow etc)

Programming: Java, C/C++, Python

Voice User Interface design: Amazon Alexa ASK

Web front-end: JavaScript, HTML, CSS

Web back-end: PHP, Node.js

Web servers: Apache, IIS

Game Engines: Godot, Unity

Hardware prototyping: Autodesk EAGLE, Arduino, 3D Printing

Low-level programming: asm