

Cristian Panaitescu

Software Engineer

Contact Information

Phone: ±40 740878117

Email: cristian.panaitescu24@gmail.com

Education

University Politehnica of Bucharest	2017 - 2020
Master of Science in Computer Science	Specialization in Graphics

University Politehnica of Bucharest	2013 - 2017
Bachelor of Science in Computer Science	

Ion C. Brătianu High School	2008 - 2012
Specialization in Informatics-Mathematics	

Publications

- "A Voting Approach for Image Binarization of Text-Based Documents", U.P.B. Scientific Bulletin, Series C, 81(3), 2019

Work Experience

Tobii

Senior Software Engineer 2022 - 2024

- Within Tobii, i was responsible for updates and maintenance of internal data acquisition tools. The framework was responsible for capturing inputs from multiple cameras, from motion detection systems (Optitrack + Motive), synchronizing the data and storing it in a database.

Xperi Inc.

Senior Software Engineer 2020 - 2022

Software Engineer 2017 - 2020

Software Engineer Intern 2016 - 2017

- Designed, implemented, and integrated a portrait shot feature for artificial 3D light/shadows generation based on TOF maps in a flagship Android smartphone. For my contribution i have received an excellence award from the company.
- Developed video image stabilization that competed with solutions owned by major smartphone manufacturers.
- Contributed to face beautification/portrait improvement solutions delivered on numerous embedded platforms. Improved image quality and developed cinematic styles for photo/video on embedded devices.
- Built a virtual camera solution for video conferencing that runs as a Microsoft device media transform.
- Implemented frameworks for running neural networks with low-level optimizations on Android devices.

Ubisoft Bucharest

Software Engineering Intern July 2015 - October 2015

- Worked as a software engineering intern at Ubisoft Bucharest where I gained hands-on experience in game development.

Skills

- C/C++, OpenGL, Computer Vision, Computer Graphics, Signal processing, Embedded Devices, HW/SW optimizations, Low level memory management, Digital Videography and Photography, Machine Learning