Antonia-Adelina Popovici

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Summary

Machine Learning Engineer with hands-on experience building and shipping LLM-powered applications and end-to-end ML pipelines, from data preprocessing and model training through to production deployment. Focused on deep learning and computer vision, with a track record of turning research into reliable, production-ready systems.

Education

University of Bucharest, Faculty of Mathematics and Computer Science, Bachelor's Degree in Computer Science — 2021 – 2024

- Relevant Coursework: Data Structures, Algorithms, Operating Systems, Artificial Intelligence

Mihai Viteazul National College, Mathematics and Informatics High School — 2017 – 2021

- Informatics Emphasis

Research & Publications

RANLP 2025, International Conference on Recent Advances in Natural Language Processing — September 2025

- Co-authored and presented: *A Culturally-Rich Romanian NLP Dataset from "Who Wants to Be a Millionaire?" Videos* (Alexandru Ganea, Antonia-Adelina Popovici and Marius Dumitran), Varna, Bulgaria.

Experience

VOIS, Machine Learning Engineer — 2024 – Present

- Built an AI-powered chatbot using RAG architecture and prompt engineering to translate natural language into SQL queries, deployed into a production web application.
- Designed and deployed seq2seq models for ticket path prediction, owning the full pipeline from data preprocessing through to production.
- Built an internal AutoML platform (automated EDA, preprocessing, and model training pipelines), adopted across multiple internal datasets.
- Built an end-to-end EDA pipeline that stores dataset statistics in OpenSearch and surfaces them through Grafana dashboards for team-wide visibility.
- Deployed machine learning models to production using Flask.
- Delivered internal presentations and training sessions on Machine Learning and AI concepts for colleagues.

CODECart, Internship — 2023

- Implemented digital signal processing algorithms (STFT) for audio feature extraction, informed by exploratory analysis of signal characteristics.
- Trained a CNN model to classify voice and instrumental segments in audio recordings.
- Explored methods for porting audio processing algorithms to embedded systems.

Projects

Repo Health, VS Code Extension — 2026

- Built and published a VS Code extension that scores repository health – vague commit messages, README drift, stale TODOs, and leaked secrets – entirely locally, with a 0–100 dashboard score.
- Published on the Visual Studio Marketplace; open source on GitHub.

Technologies

- **Programming Languages:** Python, R, C++, C#, SQL, JavaScript
- **Machine Learning:** Deep Learning, Computer Vision, Large Language Models, Seq2Seq Models, AutoML
- **LLM & Agentic AI:** Prompt Engineering, Agent Development, MCP (Model Context Protocol), RAG, Vector Databases
- **Frameworks and Libraries:** TensorFlow, PyTorch, OpenCV, Scikit-learn, LangChain, Ollama
- **Development Tools:** Flask, .NET, VS Code Extension API, Git
- **Monitoring & Dashboards:** Grafana, OpenSearch, Metabase

Extracurricular Activities

Mathematics Tutoring, Volunteer 2021 – 2023

- Helped students prepare for national mathematics examinations during undergraduate studies.

School Renovation, Volunteer Summer 2025

- Participated in a community volunteer project to renovate a local school.

Game Development — Personal interest in game development using the Godot engine.