

JURCUT PAUL

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Education

EPFL

Master of Science in Data Science | 5.17/6

09/2023 – 09/2025

Lausanne, Switzerland

Babes-Bolyai University

Bachelor of Science in Computer Science | 9.53/10

10/2020 – 07/2023

Cluj-Napoca, Romania

Experience

Adobe

Software Engineer | TypeScript, GenAI

- Building a GenAI-driven CMS tool that applies user-requested page updates through an agentic workflow.
- Evolving the core agent architecture to improve scalability, reliability, and maintainability.
- Developing backend features, fixing production issues, and maintaining core system components.

09/2025 – Present

Basel, Switzerland

Synaestech – EPFL Master Thesis

Data Scientist | Applied ML

- Developed an ML-based system to estimate soil moisture from smartphone images for real-world agricultural use.
- Designed and executed experiments to evaluate model performance and improve prediction reliability.
- Built a mobile data collection app enabling farmers to capture images and measurements in the field.

03/2025 – 09/2025

Lausanne, Switzerland

Adobe

Software Engineer Intern | TypeScript, GenAI

- Worked on a Figma plugin that integrated with Adobe's CMS, focusing on both content management and website generation, with exploration of Generative AI for automating website creation.
- Created several PoCs during the internship, which attracted interest from both internal and external customers.
- Initiated the patenting process for the work developed in this domain, currently in progress.

07/2024 – 09/2024

Basel, Switzerland

Google

Software Engineer Intern | Java

- Implemented a 20% project with high visibility which would allow the user to subscribe to calendars of certain soccer teams by migrating an existing project to using Google's Knowledge Graph as data source for populating calendars.
- Created a distributed job for extracting existing subscriptions and created a dashboard to monitor them.

06/2023 – 09/2023

Zurich, Switzerland

Google

Software Engineer Intern | C++, Python, TypeScript

- Created a component that dynamically selects the best graphical representation of a set of metrics, which improved the decision making process of removing/replacing classifiers from production.
- Participated in creating the infrastructure for the automation of fairness evaluation for classifiers.
- Created a new custom metric based on difficulty levels of calculating the false positive rate using TFMA.

07/2022 – 09/2022

Paris, France

Amazon

Software Development Engineer Intern | Java, TypeScript

- Built a rule-based paragraph detection system improving quality by 30% and reducing manual effort by 4× in a production pipeline.

02/2022 – 06/2022

(Remote) Iasi, Romania*

Personal Projects

Defenses Against Textual Adversarial Attacks (EPFL Research Project)

- Explored methods to improve robustness of NLP models against character- and word-level adversarial attacks.
- Proposed a dual-head contrastive training approach using embedding perturbations to improve adversarial resilience.

Sketch-based Cartoon Face Generation (Bachelor Thesis) | Python, PyTorch, C++, Qt

- Built a GAN inversion pipeline enabling sketch-guided image generation and improved reconstruction quality.
- Developed a C++ Qt application for interactive control over generated characters.

High-Scale Texture Synthesis via Neural Cellular Automata

- Implemented a neural cellular automata approach for large-scale texture synthesis trained on image patches.
- Improved computational efficiency while maintaining visual quality comparable to existing methods.

Awards / Extracurricular

- **ICPC SEERC:** Participant (2021) | **Informatics Olympiad:** 2× Bronze (2016–2020) | **Regional Math:** 2× Gold, 1× Bronze (2017–2020) | **CS Club:** Teacher & Organizer (2019–2023)