Ioana-Andreea Cristescu

Email • LinkedIn • GitHub

EDUCATION

University of Richmond, Richmond, VA

May 2024

Bachelor of Science: Computer Science, Mathematics; Minor: Integrated Science

GPA: 4.0

• Honors: Richmond Scholars Program (full academic scholarship awarded to 0.2% of the applicants)

Awards

• Finalist, ISS Finals, Zero Robotics Tournament (organized by MIT, NASA, and ESA), Boston

2019

• Bronze Medalist, National Phase, Romanian Mathematics Olympiad, Romania

2016-2019

SKILLS

- **Technical:** Python, C/C++, Java, R, SQL
- Software and Cloud: Linux/Unix, Git, AWS Lambda, DynamoDB, SQS, Smithy, Babel, AFL
- Web & Design: HTML, CSS, PHP, JavaScript, TypeScript, React, NodeJS
- Machine Learning: TensorFlow, PyTorch, Keras, AutoGluon, SageMaker

WORK EXPERIENCE

Amazon Web Services

Seattle, WA

Software Development Engineer Intern

May 2023-Present

- Reengineered team's framework core into an AFL like feedback-driven fuzzer for web application security scanning
- Improved the framework's URL scanning coverage by 46% by developing Babel instrumentation plugins for branches, function calls, and API object property access, and enabling the alteration of API return values
- Developed a five-level challenge ladder of React web apps to test and scale the instrumentation

Data Science Department, University of Richmond

Richmond, VA

Machine Learning Research Assistant

March-May 2023

- Analyzed Android and iOS sensing data for ADHD diagnosis, extracting key features from raw activity data
- Gathered weekly self-reported ADHD scores from patients, calculating correlations with activity features
- Optimized and evaluated machine learning models (SVM with RBF kernel, Random Forest, XGBoost) for ADHD prediction, achieving a top F1 score of 0.86

Data Science Institute, University of Chicago and Fermilab

Chicago, IL

Data Science Research Assistant

June-December 2022

- Conducted mass analysis of galaxy clusters, contributing to a forthcoming publication in the Royal Astronomical Society journal on particle physics and cosmic expansion
- Developed a Python-based simulation for generating optical views of galaxy clusters using colossus and astropy libraries and by incorporating optical beam convolution and Gaussian noise
- Evaluated the efficacy and constraints of several deep learning algorithms, including CNN, DenseNet, ResNet, and Bayesian Neural Networks via TensorFlow

Axians Portugal

Data Science Intern

July-August 2021

- Collaborated on a 6-person team project, analyzing Google Earth Engine geospatial data to study vegetation encroachment impact on power line constructions
- Utilized Random Forest algorithm for pixel and geographic feature classification, achieving accuracy of 96.7% (low-density vegetation) and 96.9% (high-density vegetation)
- Preprocessed Sentinel-2 data, employing cloud masking and vegetation indices (NDVI, EVI)

Computer Science Department, University of Richmond

Richmond, VA

Computer Science Research Assistant

May-July 2021

- Developed a C++ linear programming algorithm to address factors leading to inequity in the US liver allocation system, using projected event sequences (patient registration, liver donation, death)
- Implemented Minimum Cost Maximum Flow algorithm for future simulation and demonstrated inefficiency of Greedy and Max Flow approaches

LEADERSHIP EXPERIENCE

Association for Computing Machinery

Education Chair

January 2021- Present

- Launched a new Mentor-Mentee program to pair people with same interest for guidance and mentorship
- Guided the development of an app for the university's psychological health services that assists with students' mental health and well-being