

# Madalina Carcea

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## About Me

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Data Science & AI Engineering student passionate about applying technology to critical domains like cybersecurity and medical engineering. Currently gaining experience in regulatory compliance systems while building expertise in machine learning, computer vision, and secure system development. Strong foundation in Python, AI automation, and full-stack development with a focus on creating impactful solutions for healthcare, security, and safety-critical applications. Seeking opportunities to contribute to meaningful projects that protect people and improve lives—explore my portfolio for detailed project implementations and technical capabilities.

## Work Experience

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### AI Compliance Systems Intern, SNP Natuurreizen B.V

Sep 2025 – Present

- Developed comprehensive legal compliance API system for GDPR and AI Act regulations
- Built FastAPI backend with ChromaDB vector search for semantic analysis of EU legal documents
- Implemented sentence transformer embeddings for intelligent document retrieval and compliance checking
- Integrated n8n workflow automation to serve as mandatory gateway for AI chatbot interactions
- Containerized deployment using Docker with cloud infrastructure for scalable compliance monitoring
- Created custom websites and applications tailored to company requirements and business objectives

### Digital Game Developer, AIGENTIC Compliance

June 2025 – Present

- Lead developer for 2D Unity compliance game
- Built with Unity 2D and C# using SpriteRenderer, Tilemap, Animator
- Implemented mechanics, UI, rewards, automated tests

### AI Engineer, DeRegt Cables

Oct 2024 – Nov 2024

- Reported on AI system to optimise layered cable designs
- Documented computer vision tools for spiral measurement
- Wrote documentation for Python-Blender automation

### Intern, DKG Groep

Jan 2024 – Feb 2024

- Optimised production planning using Python, Excel, GitHub
- Evaluated profitability and accuracy with 4-member data team
- Delivered insights to stakeholders

## Education

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BSc Data Science and AI, BUas, Breda

Aug 2023 – Present

BSc Creative Media and Game Technology, BUas

Sep 2022 – Jul 2023

Certificate in Software Testing, Wantsome, Iasi

Sep 2020 – Apr 2021

Erasmus+, FH St. Pölten

May 2025 – Jun 2025

- Participated in international AI innovation workshops with interdisciplinary teams

## Technologies

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**Programming Languages:** Python, C++, C, Java, SQL, PHP, R, HTML, CSS, JavaScript, Bash

**Tools & Frameworks:** Power BI, ROS, OpenCV, PyTorch, TensorFlow, PyBullet, PyChrono, OpenAI Gym, Docker, FastAPI, Flask, Scikit-learn, Pandas, NumPy, Jupyter, ChromaDB, n8n

**Testing & DevOps:** Selenium, Jira, Slack, Agile, Postman, Git, GitHub, VS Code, Azure Machine Learning

**Creative Tools:** Blender, Unreal Engine, Unity 2D

## Languages

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**Romanian:** Native

**English:** Fluent

**German:** Conversational