



Mălina-Teodora **DUMITRESCU**

As a second-year Computer Science student, I am always seeking opportunities to expand my knowledge and skill set. With extensive volunteering experience, I am passionate about teamwork, problem-solving, and continuous learning. I thrive in multicultural environments, enjoy tackling challenges, and love using creativity to drive impactful projects.

Personal Projects

AI-Powered VPN Firewall

(In Progress)

2024 - present

- I am passionate about AI, cybersecurity, and software development, focusing on problem-solving, system design, and network security in agile environments.
- AI-Powered VPN Firewall A machine-learning firewall that detects VPN traffic and enforces security rules using Python, AI, and nftables. Features include traffic analysis, Al-driven detection, FastAPI backend, PostgreSQL logging, and a React dashboard.

Java Ticket Sales Application (Finished)

• Alongside a friend, I developed TicketSalesCompany, a Java-based event ticketing system, where I learned OOP principles, SOLID design patterns, testing and GitHub collaboration. This project helped me apply software architecture concepts and work with multiple data storage methods (InMemory, File, Database with PostgreSQL & Hibernate, Spring and Frontend in progress).

Education

Babeş-Bolyai University

2023 - 2026

Faculty of Mathematics and Computer Science

Computer Science, German-language program

Highschool

National College "Elena Cuza", Craiova

Natural Sciences-German Bilingual Class

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https://malinadumitrescu.github.io/ Portofolio_Site/

Soft skills

- · Strong communication skills
- Good logical thinking
- Fast learning capacity
- Analytical and result-oriented thinking
- · Eagerness to learn anything, at anytime
- · Resilience and patience
- Flexibility and adaptability

Hard skills

English C1-C2 German C1

- Google Docs, Sheets, and Slides (Collaboration & Documentation)
- · Microsoft Office Suite (Outlook, PowerPoint, Word, Excel, SharePoint)
- · Git, GitHub, GitLab (Version Control & CI/CD)
- Figma, Canva (UI/UX Design & Prototyping)
- · ChatGPT, Copilot (AI-assisted Development & Automation)
- Photoshop, Lightroom (Adobe)

Languages and Tools

I have worked with:

Programming Languages:

- Python
- Java
- C++
- C
- Shell
- PHP
- Assembly

Web Development:

- HTML, CSS
- React, JavaScript

Databases & SQL:

- SQL (Database Design & Normalization)
- PostgreSQL
- · Microsoft SQL Server
- Azure Data Studio (MongoDB, MySQL)

Operating Systems & System Administration:

- Linux (Ubuntu, general system administration)
- Windows

Networking & Cybersecurity:

- Cisco Packet Tracer (Network simulation & analysis)
- Firewall Management (nftables, Wireshark)

DevOps & Virtualization:

- Docker (Containerization & Deployment)
- VirtualBox (Virtual Machine Management)
- Git

Mathematical & Scientific Computing:

SageMath (Data Visualization)

Software Development & UML Tools:

- MagicDraw (UML Modeling & Software Design)
- Scrum, Taiga (Agile concepts)

AI & Data Science:

- Pandas
- TensorFlow

Experience

Other Projects

- CarSharingApp (C++, CSV) Team-based OOP project implementing a car-sharing system with structured class hierarchies and design patterns.
- Restaurant Management App (Python, JSON, Pickle) –
 Developed a restaurant ordering system, handling menu
 storage, order processing, and JSON data persistence.
- Multiplayer Rock-Paper-Scissors Game (Python, PHP Threads) – Implemented both multiplayer (networked) and single-player versions using threading and clientserver architecture.
- Portfolio Website (React, Vite, CSS, AOS) Personal
 web project built for internship applications, showcasing
 CVs, projects, skills, and contact info with theme toggle,
 animations, and responsive design.
- Tic Tac Toe AI (React, JS, Q-Learning) Built a web-based Tic Tac Toe game with an AI opponent trained via reinforcement learning (Q-Learning), featuring local score tracking and responsive UI.
- IT Company DBMS (Java, Python, MySQL, PostgreSQL, Azure, Docker) Developed a distributed DBMS with MySQL and PostgreSQL on Azure/Docker. Built a Java CRUD app in IntelliJ, handled concurrency and distributed DBMS in Python (PyCharm), and designed a GUI for user interaction using Swing.

Department of Information Technology and Communication

Univeristy Intership

April - June 2024

During my 3-month internship at the Department of Information Technology and Communication (DTIC) at UBB, I worked with both hardware and software components in networking. Driven by curiosity and interest in this field, I gained hands-on experience in network setup, troubleshooting, and infrastructure management, expanding my understanding of IT systems beyond software development.

National Organization of Scouts

Volunteer

2019 - present

- Member of the Romanian Contingent Management
 Team for Roverway 2024, Norway (international event)
- Initiator and Organizer of a National Scouting Camps
- Nocrich International Scout Center- volunteer
- Project coordinator, leading roles in Human Resources (HR), Logistics, Image and Communication (PR),
 Program Planning and Team Management in various projects.

Gutenberg Studentenverein

Volunteer

2021 - 2023

- President of <u>Gutenberg Jugendverein</u>, Dolj branchlearning how to manage an organization based on German language and German work ethics.
- leadership, teamwork, solving conflicts, critical thinking, meeting deadlines, organizational skills.