

# MIHNEA-STEFAN CATUNEANU

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## SUMMARY

Cybersecurity enthusiast and self-taught IT Specialist with hands-on experience in identifying, analyzing, and mitigating security vulnerabilities. Strong understanding of networking, cryptography, operating systems, and incident response. Known for adaptability, technical curiosity, and a fast learning curve when working with new technologies and tools. Experienced in both enterprise environments and personal projects, where I implemented security solutions, automated processes, and explored penetration testing techniques. I am seeking opportunities that allow me to deepen my technical skills and actively contribute to securing IT infrastructure.

## TECHNICAL SKILLS

- Operating Systems: Linux (Debian, Kali, Ubuntu), Windows (Server & Workstation)
- Networking: TCP/IP, DNS, DHCP, VPN, Firewall Configuration, Packet Analysis
- SIEM & Monitoring: Splunk, Wazuh, ELK Stack (ELK), OSSEC
- Security Tools: Wireshark, Nmap, Metasploit, Burp Suite, John the Ripper, Hashcat
- Programming & Scripting: Python, Bash, PowerShell
- Cloud & Virtualization: VMware, VirtualBox, Basic AWS/Azure security
- Containers & Orchestration: Docker (image/container management, Dockerfile , basic concepts ), Kubernetes (basic concepts, pods, deployments)
- CI/CD & Automation: GitHub Actions, GitLab CI/CD – building/testing/deploy pipelines ( basic concepts )
- Version Control: Git, GitHub
- Penetration Testing: Vulnerability Scanning, Exploitation Techniques, Web App Testing (OWASP Top 10)

## PROFESSIONAL EXPERIENCE

### BCR , SOC Analyst

Jun 2022 - Today

- Monitoring, identifying, and resolving security issues and potential cyber threats in real-time
- Handling and resolving security-related tickets efficiently
- Monitoring email traffic for malware, spam, and phishing attempts (including spam filtering, URL filtering)
- Real-time blocking of suspicious or malicious domains and IP addresses
- Endpoint security management and threat analysis (TIE reputation checks, on-demand scanning)
- Analyzing and mitigating threats from malicious domains (e.g., malware, botnets, crypto-mining)
- Promoting user awareness and cybersecurity best practices across the organization
- Performing log analysis and system monitoring to detect and respond to security incidents

### SC PAAN GUARD SECURITY , IT Tehnician

Feb 2016 -Jun 2022

- Responsible for the entire IT infrastructure: configuration, maintenance, and troubleshooting of PCs, routers, switches, and monitoring systems.
- Configured LAN/WAN networks, managed IP addressing, and ensured stable connectivity across the company.

## EDUCATION

**Faculty of Automatic Control and Computer Science , University Politehnica of Bucharest**

**Sep 2019 - Jun 2023**

Bachelor's Degree in Computer Science and Information Technology

**“Regina Maria” National Pedagogical College**

**Sep 2015 – Jun 2019**

Mathematics and Computer Science Profile

## LICENSES AND CERTIFICATIONS

### **Digital Guardian eDLP**

Issued by Fortra

Issued: Apr 2025 | Expires: Apr 2027

### **International Computer Driving License – Level One (ICDL)**

Issued by ECDL Romania – ICDL Certification

Issued: Jul 2018

Accreditation ID: 55269

## PROJECTS

### **2D Maze Escape Game – OpenGL & C++**

Description:

Developed a 2D maze game using OpenGL in C++. The goal is to escape the maze while being pursued by enemies. The project emphasized object-oriented programming principles to manage game logic, player and enemy behavior, and game flow.

Skills & Technologies:

C++ · OpenGL · Object-Oriented Programming (OOP) · Game Development

### **Publish/Subscribe Messaging System – C++ (TCP/UDP)**

Description:

Built a server-client application simulating a publish/subscribe messaging model. TCP clients receive messages only from the topics they are subscribed to. The server handles client connections over TCP, while message broadcasting is implemented using UDP.

Skills & Technologies:

C++ · TCP/IP · UDP · Network Programming · Client-Server Architecture

### **Chess AI Integration with XBoard**

Description:

Team project focused on developing a chess-playing AI that interacts with human or AI opponents via the XBoard interface. The AI processes and responds to moves using standard chess rules and logic.

My Contribution:

Implemented the movement logic for all chess pieces and validated move legality during gameplay.

Skills & Technologies:

C · Algorithms · Debugging · Problem Solving · Teamwork · Software Development