




Munteanu Denisa

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ABOUT ME

I am a Computer Science Student in the 3rd year with a strong enthusiasm for technology and a proven track record of collaborative project work. My goal is to continue expanding my knowledge and experiences while contributing to innovative projects

EDUCATION

"Alexandru Ioan Cuza" University of Iasi October 2021 - July 2024
Bachelor in Computer Science
"Mihail Kogalniceanu" High School Vaslui September 2017 - June 2021

SKILLS

Languages: C, C++, Python, Java, JavaScript, HTML/CSS, Assembly, L^AT_EX, Dart, SQL
Frameworks: Spring, Next.js, JUnit, Flutter
Tools: GitHub, Unity, Blender, SonarQube, Postman, pgAdmin, VMWare, Firebase

PROJECTS

GridAdmin | *C, Linux, VMWare, Sqlite* November 2022 - January 2023

- Developed a simulation of a grid network with a central server and multiple clients where the admin could shutdown or use bash commands on the computers in the network
- Published to GitHub [GridAdmin](#)

UniManager | *Spring, React, JUnit* March 2023 - June 2023

- Worked on the backend and testing team on a large scale project developed with 30 colleagues using SCRUM methodology
- A website for managing labs and courses for students and professors
- Published to GitHub [UniManager Backend](#)

Zoo | *Html, Javascript, CSS, Node.js* March 2023 - May 2023

- Developed with two colleagues a website for an imaginary zoo where you can see all the animals and book tickets
- You can create an account, update your information, change your password
- Animals can be added to favorites, be rated and each one has a comment section
- Published to GitHub [Web Project](#)

Zoo | *Html, Javascript, CSS, Spring, PostgreSQL, Firebase* May 2023 - June 2023

- Same project as the one above, but the backend is written in Spring and the photos are stored in Firebase.
- Published to GitHub [Java project](#)

Ancient Temple Quest | *C#, Unity, Blender* November 2023 - January 2024

- A Unity VR game that immerses players in an ancient temple environment filled with puzzles and mysteries to solve.
- Published to GitHub [Ancient Temple Quest](#)

Trap the Mouse | *Python, PyGame* December 2023 - January 2024

- A Python game where you have to trap a mouse on a hexagon matrix map.
- Can be played 1v1 or with an AI that has 3 levels
- Published to GitHub [Trap the Mouse](#)

CarSharing | *Python, MongoDB* March 2024

- A Python app that simulates a car sharing app
- Published to GitHub [CarSharing App](#)

Travel Planner App | *Flutter* May 2024

- A Flutter app that makes an itinerary for a city based on how many days the user is planning to stay
- Published to GitHub [Travel Planner App](#)