Munteanu Denisa

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EDUCATION

"Alexandru Ioan Cuza" University of Iasi   October 2021 - July 2024
Bachelor in Computer Science - Thesis: LibX - A web application for library management   *ECTS mean: 8.11*

"Alexandru Ioan Cuza" University of Iasi   September 2024
Master in Software Systems Engineering

SKILLS

Languages: C, C++, Python, Java, JavaScript, TypeScript, HTML, CSS, Assembly, LaTeX, Dart, SQL
Frameworks: Spring Boot, Next.js, JUnit, Flutter, React

Tools: GitHub, Unity, Blender, SonarQube, Postman, pgAdmin, VMWare, Firebase

PROJECTS

LibX | *Spring, Next.js, TypeScript, Python, FastAPI, Firebase, PostgreSQL*   March - June 2024
- This bachelor's thesis details the design and implementation of an innovative library website, aimed at enhancing user experience through personalized book recommendations. The website integrates two main types of recommendation systems: **content-based filtering** and **collaborative filtering**. The content-based filtering approach recommends books based on the similarity of their descriptions, while the collaborative filtering technique utilizes user interaction data across the platform, employing algorithms to predict books that users with similar tastes have favored.

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

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 Game

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
- Users can create an account, update your information, change your password
- Animals can be rated, added to favorites and the dedicated page includes a comment section
- Published to GitHub Zoo - Node project

Zoo v2 | *Html, Javascript, CSS, Spring, PostgreSQL, Firebase*   May 2023 - June 2023
- An improvement to the above project, where the backend is written in Spring and the photos are stored in Firebase.
- Published to GitHub Zoo - Java project

UniManager | *Spring, React, JUnit, SonarQube*   March 2023 - June 2023
- A website for managing labs and courses for students and professors
- Worked on the backend and testing team on a large scale project developed with 30 colleagues using SCRUM methodology
- Published to GitHub UniManager Backend

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

8War | *C++*   November 2021 - January 2022
- Developed a 2D game in which two players take part (PvP or Player vs. Bot) and your purpose is to eliminate as many soldiers as possible from the enemy army
- Published to GitHub 8War