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, LaTeX
Tools: GitHub, Unity, Blender, PyGame, SonarQube

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
- The server updates the computers' state in the database
- 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 a university
- Organizes labs and courses for students and professors
- Backend was tested using JUnit
- 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*   May 2023 - June 2023
- The frontend is the same as the other project, but me and a colleague from the original project rewrote the backend in Spring
- 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