

# Munteanu Denisa

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## ABOUT ME

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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

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**"Alexandru Ioan Cuza" University of Iasi** October 2021 - July 2024  
*Bachelor in Computer Science*

**"Mihail Kogalniceanu" High School Vaslui** September 2017 - June 2021

## SKILLS

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**Languages:** C/C++, Java, JavaScript, HTML/CSS, Assembly, L<sup>A</sup>T<sub>E</sub>X  
**Tools:** GitHub, Node.js, VS Code, IntelliJ IDEA, DataGrip

## PROJECTS

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- Zoo** | *Html, Javascript, CSS, Java* 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 Java
  - Published to GitHub [github.com/denisa2904/Java-project](https://github.com/denisa2904/Java-project)
- 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 [github.com/MateiTiplea/Proiect-TW](https://github.com/MateiTiplea/Proiect-TW)
- GridAdmin** | *C, Linux, VMWare, Sqlite* November 2022 - January 2023
- Developed a 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 [github.com/denisa2904/GridAdmin](https://github.com/denisa2904/GridAdmin)
- 8War** | *C++* November 2021 - January 2022
- Developed with a colleague a game where you have to capture enemy's soldiers (represented by pieces on a chess table)
  - Published to GitHub [github.com/tudstk/8War](https://github.com/tudstk/8War)