Mihai-Alexandru Hutan

Software Engineer

I am a graduate computer science student at University of Bucharest, Romania, with a passion for programming and a keen interest in **machine learning** and **web development** . Throughout my academic journey, I've honed my skills in various facets of computer science, positioning myself to excel in the dynamic world of technology. Having played handball for nine years on a high-performing team, I understand the value of **teamwork** , **communication** , and **determination** in achieving collective goals.

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WORK EXPERIENCE

Software Engineer
Arcanna.ai

02/2024 - Present   *Bucharest (Hybrid), Romania*

AI startup that enhances SOC teams, to take decisions faster by training and using their own models.

Achievements/Tasks

- Worked on multiple layers of the backend system, from data pipeline to REST APIs.
- Assisted in revamping the frontend of the application, focusing on performance and better UI/UX.
- Authored unit, integration, and end-to-end tests to ensure scalability and reliability of the application.

Software Engineer
iBac

05/2023 - Present   *Bucharest, Romania*

Product startup that helps the young students in Romania to ace the Baccalaureate exam.

Achievements/Tasks

- **Co-Owner and Software Engineer** of a top-rated educational app, achieving 5-star ratings on both Android and iOS platforms.
- Contributing to the app's success with **30,000+** monthly active users and over **250,000** accounts created.
- **Achieved #1 rank** in the Education category on both App Store and Google Play multiple times.
- Contributed to arhitectural decisions and feature brainstorming sessions, ensuring the delivery of a high quality product and new features.
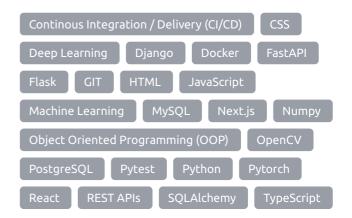
Junior Software Engineer
Capgemini Engineering

07/2022 - 05/2023   *Bucharest (Remote), Romania*

Achievements/Tasks

- Initiated and executed projects from inception, leveraging Docker for efficient containerization and establishing robust CI/CD Pipelines for both deployment and testing. Developed documented RESTful APIs to facilitate seamless collaboration with the frontend team.
- Proficiently processed and filtered substantial volumes of data received from data engineering teams, ensuring the delivery of comprehensible and industry-standard APIs.
- Contributed to projects utilizing a technology stack comprising Docker, FastAPI, Django, SQLAlchemy, Alembic, PostgreSQL, and Poetry.

SKILLS

Continous Integration / Delivery (CI/CD)   CSS

Deep Learning   Django   Docker   FastAPI

Flask   GIT   HTML   JavaScript

Machine Learning   MySQL   Next.js   Numpy

Object Oriented Programming (OOP)   OpenCV

PostgreSQL   Pytest   Python   Pytorch

React   REST APIs   SQLAlchemy   TypeScript

EDUCATION

Bachelor of Computer Science
University of Bucharest

10/2021 - 06/2024   *Bucharest, Romania, GPA 8.5/10*

Mathematics and Computer Science
National College "Gheorghe Lazar"

09/2017 - 05/2021   *Bucharest, Romania, GPA 9.5/10*

PERSONAL PROJECTS

RoCar - Car Price Predictor based on Machine Learning (03/2024 - 06/2024) ⌇

- This thesis introduces a production-grade web application, tailored for the Romanian automotive market, designed to predict vehicle prices.
- RoCar utilizes a model specialized in Romania's economy and pricing, trained on data we have independently scraped.
- The application stands out by using both structured data (year of production, manufacturer, model, options) and information from images and descriptions, leveraging a self-made multimodal architecture for more accurate predictions.

Double Double Dominoes (12/2023 - 12/2023) ⌇

- Implemented a computer vision system for automated dominoes game analysis. The project seamlessly integrates board extraction, piece detection, and classification. It employs advanced techniques such as HSV masking, edge detection, contour identification, and template matching for accurate results. Overcame challenges including center text interference and misplacement. The final component involves dynamic programming for score calculation, considering player positions on the score board.