

Mihai-Alexandru Hutan

Software Engineer

I am a final-year 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.

✉ hutanmihai29@gmail.com

📍 Bucharest, Romania

🌐 linkedin.com/in/hutanmihai

☎ 0733877396

🌐 mihaihutan.ro

🐙 github.com/hutanmihai

WORK EXPERIENCE

Software Engineer

iBac

05/2023 - Present

Bucharest, Romania

Small startup that helps the young students in Romania to ace the Baccalaureate exam. Top 25 education apps on AppStore in Romania.

Achievements/Tasks

- Contributed to architectural decisions and feature brainstorming sessions, ensuring the delivery of a high quality product and new awesome features.
- Responsible for the frontend web development side of business. Created robust and user friendly admin dashboard.

Junior Software Engineer

Capgemini Engineering

07/2022 - 05/2023

Bucharest (Remote), Romania

Achievements/Tasks

- Began my journey at Capgemini Engineering as an Intern and after two months I was promoted to the position of a Junior.
- Initiated and executed projects from inception, leveraging **Docker** for efficient containerization and establishing robust **CI/CD Pipelines** for both **deployment** and **testing**. Developed, **documented** and **tested 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**, **Poetry** and **Pytest**.

EDUCATION

Bachelor of Computer Science

University of Bucharest

10/2021 - Present

Bucharest, Romania, GPA 8/10

Courses

- I am a member of the performance group, benefiting from a full scholarship throughout my university journey.

Mathematics and Computer Science

National College "Gheorghe Lazar"

09/2017 - 05/2021

Bucharest, Romania, GPA 9.5/10

SKILLS

Continuous Integration / Delivery (CI/CD)

CSS

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

PERSONAL PROJECTS

Reinforcement Learning - Atari Skiing

(01/2024 - 01/2024) [↗](#)

- Developed DQN and DDQN algorithms for OpenAI Gym Skiing environment. Showcased commitment to refining network architecture and preprocessing, addressing challenges in hyperparameter tuning. This project marked my initial venture into reinforcement learning implementations.

The Flintstones (01/2024 - 01/2024) [↗](#)

- Implemented a facial detection and recognition system for characters in "The Flintstones" using a sliding window approach and Convolutional Neural Networks (CNNs). The project involved patch extraction, binary and multi-class classification, and sliding window techniques.

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.

Calorie Tracker Backend (05/2023 - 06/2023) [↗](#)

- Developed the backend infrastructure for a React Native application, specializing in a calorie tracking feature similar to a simplified version of MyFitnessPal. Demonstrated a commitment to adhering to industry best practices in code quality and architecture. Notably, this project marked my inaugural endeavor in constructing a backend architecture from the ground up.

Brain Anomaly Detection (03/2023 - 04/2023) [↗](#)

- As a participant in a Kaggle competition hosted by my university's Artificial Intelligence course, I successfully created a binary classification model designed to identify brain anomalies within CT scans. This model helped me obtain the 8th place out of 128 students.