

# Mihail-Emanuel Ghinea

[mihailmanuelghinea@gmail.com](mailto:mihailmanuelghinea@gmail.com)

+447597232338

[linkedin.com/in/mihailghinea/](https://linkedin.com/in/mihailghinea/)

## Education

### University of Manchester, Manchester, UK BSc (Hons) in Computer Science

Sep 2017 - Jun 2021

- Expected grade: **First Class**
- Courses: Java OOP, Mathematics, Algorithms and Imperative Programming (C), Software Engineering (Java, Spring), Distributed Systems (Python), Machine Learning (Matlab, Octave), Symbolic AI (Prolog), Databases

## Work Experience

### Mindsphere and Digital Intelligence Intern at Siemens, Lincoln

Sep 2019 - PRESENT

- Working holistically across Data Science and Software Engineering
- Currently developing a KPI overview tool on React/PostgREST/Postgres
- Utilising Tableau for data analysis and visualisation
- Training in Tensorflow in order to explore ML approaches to digesting data

### Vacation Project Assistant at University of Manchester

Jun-Aug 2019

- Founding member of the Manchester University student software company
- Developed a drag and drop mini-game for the Manchester Museum in React/Typescript
- Designed a NoSQL (Firebase) database system to model boat racing competitions
- Worked on a multi platform application (Dart, Flutter) which aims to simplify the way amateur boat riding competitions are organised

### Software Engineering Intern at NetRom, Craiova (Romania)

Jun-Aug 2018

- Worked on two administrative web apps: a scheduling and a data aggregation tool
- Debugged and improved on a large codebase (ASP.NET, C#, SQL)
- Developed a single page application in Angular (Typescript) to modernise an old website. Data was provided via the client's API

### Intern at NetRom, Craiova (Romania)

Aug-Sep 2017

- Developed an application for the employees of the company where they could buy and schedule certain activities/facilities with "points" earned through seniority
- Utilised ASP.NET, MySQL, Razor Files (C# + HTML), JavaScript and CSS

## Projects & Extracurricular Activities

### IARPA Mercury Challenge - [iarpa.gov/challenges/mercury.html](http://iarpa.gov/challenges/mercury.html)

Sep 2018 - Jan 2019

- Placed 9<sup>th</sup> during the 1<sup>st</sup> phase and Disease Top Place overall
- Competed in the challenge to forecast catastrophic events in a team of four
- Digested available data to provide early warning capabilities

### Hackathons

- Won the coding competition at Facebook Hack-a-project 2019
- Won **Best Software Hack** at ManMetHacks in 2019
- Won **Bot Programming Challenge** at GreatUniHack in 2018
- Won **Best Student Hack** at HackLeeds in 2018

### Software Engineering - Second Year Course

Sep 2018 - May 2019

- Collaborated to develop new features for an open source Java project ([Stendhal](#))
- Developed a full stack webapp for event scheduling in Java Spring Boot using Test-Driven Development

### Crowdwash - First Year Project

Jan-May 2018

- Worked in a team on an web app to ease the use of washing machines in halls
- Developed the back-end with Django and mySQL

### PASS (Peer Assisted Study Sessions) Leader

Sept 2018 - June 2019

- Held weekly meetings as part of the scheme to provide support to first years