Mihail-Emanuel Ghinea

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EDUCATION

University of Manchester, Manchester, UK — SEP 2017 - JUN 2021
BSc (Hons) in Computer Science
- 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
- Utilising Mendix for app development and 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.js/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 tool and a data aggregation tool
- Debugged and improved on an older codebase (ASP.NET, C#, SQL), spanning several projects
- 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 SEP 2018 - JAN 2019
- Placed 9th during the 1st 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 with Data Science techniques

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 in a team of 6 to develop new features for an open source Java project (Stendhal)
- Followed a Test-First Development approach with JUnit
- Worked with a different team on an event scheduling website
- Developed a full stack application in Spring Boot (Java) using Test-Driven Development

Crowdwash - First Year Project JAN-MAY 2018
- Worked with 5 teammates on an web app to ease the use of washing machines in halls
- Developed the back-end with Python/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
- In charge of helping with the Fundamentals of AI course unit