IOANA MUNTEANU

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EDUCATION

University of Minnesota Twin Cities, College of Science and Engineering
Bachelor of Science: Computer Science, May 2022

- **GPA: 3.75**, Dean's List for five semesters
- **Relevant Coursework:** *Undergraduate:* Advanced Programming Principles, Algorithms & Data Structures, Program Design & Development. *Graduate:* UI Design, Animation & Planning in Games, Software Engineering
- **Awards:** Gold Global Excellence Scholarship, Undergraduate Research Scholarship, Maximillian Lando Scholarship, College of Science and Engineering Scholarship

SKILLS

- **Programming Languages:** *Fluent:* Python, Java, SQL. *Prior experience*: C, C++, HTML, CSS
- **Tools & Frameworks:** Django, JUnit, Mockito, GitHub**,** GitLab, Azure DevOps, OBIEE, Android Studio

PROFESSIONAL EXPERIENCE

Country Financial, Enablement and Automation Team – DEVELOPER INTERN **5/2021 – Present**

- Develop, test, and deploy new features for web applications by customizing CI/CD pipelines in GitLab (DevOps)
- Reduce the processing time of data validation and creation of tickets though Python automation

National Marrow Donor Program, Be the Match – BUSINESS INTELLIGENCE INTERN 5/2020 – 5/2021

- Managed data about patients and transplants by querying and creating tables in an Oracle database (SQL)
- Facilitated the assessment of different transplant centers by creating reports containing charts and calculated values (average, count, percentage) in OBIEE
- Reduced the time spent on monitoring Covid-19 reinfections by 85% by automating the generation of Excel files

Discrete Structures, Department of Computer Science - TEACHING ASSISTANT **9/2019 – 5/2020**

- Led online and in person discussion sessions and office hours using leadership and communication skills
- Collaborated efficiently in a team of teaching assistants to proctor and grade exams

PROJECTS

Voting Aggregation System (Waterfall VS Agile) **Spring 2021**

- Wrote the Software Design Description to efficiently build a software that calculates the results of two types of elections (Waterfall, UML Diagrams, Flow Charts, Sequence Diagrams)
- Developed and tested the application (Java, JUnit), then added new features (Agile)

Time Management App (Prototyping, Android Studio, User Testing) **Spring 2021**

- Generated 5 implications for design by running a formative study on 12 people to build a useful app
- Implemented a low fidelity prototype in Marvel and then designed the app in Android Studio (Java)
- Improved the app based on the user feedback, then quantitatively and qualitatively analyzed it though user testing

Assessing Visual Attention Using Eye Tracking (Independent Research Project) **Spring 2020**

- Computed a percentage of focus by analyzing the position, velocity, and acceleration of surgeons' pupils
- Determined that visual attention increased with experience using statistical models (R, Matplotlib, NumPy)

Bus Event Simulation (Priority Queues and Interfaces in Java) **Fall 2019**

- Scheduled events in an agenda represented as a priority queue in order to simulate busses itinerary
- Experimented with different numbers of regular/express buses to compute the wait and service times for riders
- Minimized resources by determing the ideal number of buses to be used for peak and off-peak periods