Ioana Munteanu

EXPERIENCE

Software Developer Intern May 2021 - Present
Country Financial
- Reduced the processing time of data validation and creation of change tickets though Python automation by 100 hours per year (Soap API, pyodbc, Docker)
- Configured continuous delivery and integration pipeline in GitLab to develop a software that sends daily emails to the business team about faulty claims, saving 55 hours per year (Hadoop, DevOps)
- Built a Microsoft Teams bot that fixes 90% of the wellness related issues, as reported by 10 employees (Power Virtual Agents)

Business Intelligence Intern May 2020 - May 2021
National Marrow Donor Program, Be the Match
- Managed data about patients and transplants by querying and creating tables in an Oracle database (SQL)
- Facilitated the assessment of over 150 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 (VBA)
- Helped patients and medical staff find information about representatives and addresses of all transplant centers by implementing a search page (SQL, OBIEE)

Student Researcher Jan 2020 - May 2020
MotionLab, Department of Computer Science, University of Minnesota
- Quantified visual attention by computing a percentage of focus in order to determine if there is a correlation between the visual attention and surgeons' level of experience (Python: NumPy, Matplotlib, Pandas)
- Determined with a confidence of 95% that a surgeon is focused if their pupils' velocity is under 3 pixel/s and acceleration under 500 pixel/s^2, using R
- Established that the surgeons' level of visual attention increases with experience

Teaching Assistant Sep 2019 - May 2020
Discrete Structures, Department of Computer Science, University of Minnesota
- Led discussion sessions of 30 students and hosted 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 build a software that calculates the results of different 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) Spring 2021
- Generated 5 implications for design by running a formative study on 12 people
- Implemented a low fidelity prototype and designed the app in Android Studio (Java)
- Improved the app based on the user feedback, then quantitatively and qualitatively analyzed it though user testing

Bus Event Simulation (Priority Queues and Interfaces in Java) Fall 2019
- Scheduled events in an agenda represented as a priority queue to simulate busses itinerary
- Experimented with different numbers of regular/express buses to compute the wait and service times for riders
- Minimized resources by determining the ideal number of buses for peak and off-peak periods

CONTACT

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EDUCATION

University of Minnesota Twins Cities
BS **Computer Science**
3.75/4.0 GPA May 2022

TECHNICAL SKILLS

Tools & Technologies

Python	HTML	CI/CD	JUnit
Java	CSS	Docker	Mokito
C	Django	Git	Linux
C++	JavaScript	Android Studio	
SQL	OBIEE	R	API

Relevant Coursework
Undergraduate: Probability & Statistics, Algorithms & Data Structures, Program Design & Development
Graduate: UI Design, Software Engineering, Animation & Planning in Games

AWARDS

- 3rd Place in Case Study Competition (Country Financial)
- Dean's List (Five semesters)
- College of Science and Engineering Scholarship (Spring 2021)
- Maximillian Lando Scholarship (Fall 2020)
- Gold Global Excellence Scholarship (University admission)
- Undergraduate Research Scholarship (University admission)