

# Raluca-Dana Ciure



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raluca-ciure



raluciure

## WORK EXPERIENCE

### Project Portofolio Manager Intern

SES Satellites, Betzdorf, Luxembourg

02/2024 - Present

- Assisting Project teams in project coordination, and work with the Programme Office team to apply PM standards, best practices, and tools to enable effective delivery

### Software Developer Intern

Zenitech Development SRL, Cluj-Napoca, Romania

07/2021 - 08/2022

- Worked using Agile SCRUM methodology and involved in stand-up meeting to monitor the progress

#### Projects:

- Responsible for the back-end part written in Golang for a web application using Google Maps API that provides Romanian architects a platform to upload their work and have the corresponding areas drawn on the map
- Responsible for the front-end part written in React Native and for the back-end part in Java Spring for a web/mobile application that provides the company a digital inventory.

## EDUCATION

### Master in Human-Computer Interaction and Design

2022 - Present

Minor in Innovation and Entrepreneurship

First year: Universidad Politécnica de Madrid, Spain

Second year: Aalto University, Finland

### Summer School Green Digital Solutions

July 2023

Université de Rennes 1, France

### Bachelor in Computer Engineering

2018-2022

Technical university of Cluj-Napoca

## SKILLS

React/React Native

Angular

Flutter

Android Studio

Java

C/C++

Python

Spring

HTML/CSS

Git

Javascript

Azure

Jira

A/B Testing

User Research

## LANGUAGES

Romanian

C2 - Native User

English

C1 - Proficient User

French, Spanish

B2 - Independent User

## PROJECTS

### Planner and Diary

[Github link](#)

Mobile application which aims to provide a better time management by organizing personal activities on a daily basis. The back-end was written in Java with Spring and the front-end in Android Studio. Hibernate was used for Object Relational Mapping (ORM), Spring Data JPA for repositories and Spring MVC for controllers in order to create a RESTful API.

### Book Tinder

[Figma link](#)

Figma prototype of an application for the community of readers. The main functionalities are swiping, where similar to Tinder, the user can swipe books to left or right depending on preferences; explore books around the world using gamification, where the user can spin the globe and a book from a specific country will be recommended; and bookshelf, where users can add books they would like to read or have already read.

### Fall Guys Accessibility Analysis

[Report link](#)

Analyzed the accessibility of the Battle Royale game, Fall Guys and determined the intentional and unintentional barriers from visual, audio, perception or input perspective. Suggested possible improvements for both, Nintendo Switch and Desktop version.

### AI-Powered Flashcards

[Site link](#)

Developed an animated platform in React with NextJS and Tailwind.css, powered by Firebase, to transform text and PDFs into question-answer flashcards. The system also supports real-time flashcard generation during live talks on user-selected topics and uses OpenAI API.

## ACHIEVEMENTS

### DASH hack 2023

13.10.2023 - 15.10.2023

Participated in Europe's leading design thinking hackathon to propose a human-centric way to track the data of Mehiläinen's medical devices.

### Innovative green digital solution challenge

02.07.2023 - 13.07.2023

Multi-cultural team project focused on the business model and strategic planning for an innovative solution which addresses sustainability challenges in the fashion industry.

### Published research paper on neuroscience

2022 IEEE 18th International Conference on Intelligent Computer Communication and Processing (ICCP), can be found [here](#).