MIRUNA-MARIA **MORĂRAȘU**

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An imaginative, hardworking individual with a lifelong passion for combining formal sciences, such as Mathematics and Computer Science, with the Humanities, especially Linguistics, who derives great pleasure from finding solutions to complex tasks. Seeking to develop the computer science industry by building upon a keen scientific interest and a budding tendency towards the study of artificial intelligence.

WORK EXPERIENCE

SOFTWARE ENGINEER, FREQUENTIS, CLUJ-NAPOCA, ROMANIA

AUG 2021 - PRESENT

Working primarily on an Aeronautical Information Management system with a microservices architecture (using Java) on developing new features and maintenance tasks.
Secondary focus on a research project on applying Machine Learning techniques for automatically correcting aeronautical documents (using Python).
Technologies used: Java, Spring, Spring boot, Python, Tensorflow.

DIGITAL TECHNOLOGY DEVELOPER ASSOCIATE, ACCENTURE, CLUJ-NAPOCA, ROMANIA

OCT 2020 - APR 2021

Working on an extensive Laboratory information management system, primarily in Visual Basic, on maintenance and testing tasks (including refactoring the framework used by the app's UI-Tests).

TEST AUTOMATION INTERN, FREQUENTIS, CLUJ-NAPOCA, ROMANIA

JULY - SEPTEMBER 2020

Technologies used: Java, Serenity, Cucumber, Selenium.

TRAINER, "ENGLISH COOL CAMP", BALVANYOS & PĂLTINIȘ, ROMANIA

JUNE 2016, JUNE 2017, JULY 2018, JULY 2019, JULY 2021

Pairing up with an English trainer to teach English to groups of 15-20 children, aged 6-11.

EDUCATION

MASTER'S DEGREE, "BABEȘ - BOLYAI" UNIVERSITY, CLUJ-NAPOCA (ROMANIA)

2021 – 2023

Student of the Faculty of Mathematics and Informatics, specialty Applied Computational Intelligence, taught in English.

BACHELOR'S DEGREE, "BABEȘ - BOLYAI" UNIVERSITY, CLUJ-NAPOCA (ROMANIA)

2018 – 2021

Student of the Faculty of Mathematics and Informatics, specialty Informatics, taught in German.

HIGHSCHOOL STUDIES, "GHEORGHE VRĂNCEANU" NATIONAL COLLEGE, BACĂU (ROMANIA)

2014 - 2018

Specialty: Mathematics-Informatics, intensive Informatics.
Baccalaureate average: 9.55 (Mathematics: 9.45; Computer science: 9.90; Romanian: 9.30)

PROJECTS

AI FOR TURTLES PROJECT, FRUITPUNCH AI

OCT 2023 - JAN 2024

Build a turtle recognition system capable of detecting and identifying individual turtles, using computer vision techniques.
Technologies used: Python, PyTorch, Data visualisation, Metrics**.**

AGILE IoT ENGINEERING - MASTER TEAM PROJECT, UNIVERSITY COLLABORATION WITH THE INSTITUTE FOR ENTERPRISE SYSTEMS (INES) FROM MANNHEIM, GERMANY

OCT 2020 - JAN 2021

Technologies used: JavaScript, TypeScript, NodeRED, React, MongoDB**.**

AI VISUAL INSPECTION RESEARCH PROGRAM, ACCENTURE, CLUJ-NAPOCA, ROMANIA

MAY - AUGUST 2020

Integrating deep learning techniques into the visual inspection technology used in a manufacturing environment to allow differentiating anomalies, as part of a POC.
Technologies used: Python (TensorFlow & Keras), Mendix.

WEBMASTER, "GHEORGHE VRĂNCEANU" NATIONAL COLLEGE'S OFFICIAL WEBSITE

MARCH 2016 - JUNE 2018

Being part of the team redesigning the old website from scratch and later administering the afore-mentioned website, making any necessary frontend and backend modifications.

ERASMUS+ TRAINING MOBILITY, INDOT STUDIO, BARCELOS, PORTUGAL

SEPTEMBER 2015 (3 WEEKS)

Participating in the Erasmus project "Quality initial formation through mobility, design and web programming" and getting a proficient tutor's guidance as to the web development field and a first glimpse into the working environment of an actual IT company.

PERSONAL SKILLS

- good command of **Java**, as a result of current position, past summer internship, and University studies;
- solid knowledge of **Python**, obtained from both personal and university-related projects and interest in the AI domain;
- extensive knowledge of **C++**, as used in algorithmic tasks;
- experience with **HTML, CSS, JavaScript, jQuery, PHP, SQL**, and **Bootstrap**, as derived from the Erasmus training mobility and other personal experiments and research in the field;
- good communication and adaptability skills gained through my experience as an English teaching volunteer;
- good teamwork and mediating skills gained through my experience as a team member in past and current positions;
- intercultural skills: as derived from my participation in both a youth exchange and an Erasmus training mobility;
- leadership (class head for a couple of years in high school);
- attention to detail, intertwined with a strong desire to continuously better myself.

Mother tongue	Romanian				
	UNDERSTANDING		**SPEAKING**		**WRITING**
Other language(s)	**Listening**	**Reading**	**Spoken interaction**	**Spoken production**	
English	C2	C2	C2	C2	C2
	Cambridge Certificate of Proficiency in English (2016)				
German	C1	C1	B2	B2	B2
	Goethe Zertifikat B2 (2017)				

CERTIFICATES

JULY 2017
GOETHE ZERTIFIKAT B2, GERMAN CULTURAL CENTER, IASI, ROMANIA
Acquiring a qualifier of "good", with an average of 8.75 / 10

JUNE 2016
CAMBRIDGE CERTIFICATE OF PROFICIENCY IN ENGLISH (CPE), BRITISH COUNCIL ROMANIA, BUCHAREST, ROMANIA
Passed at grade B (217 out of 230 points)

2014 - 2015
ECDL CERTIFICATE, "GHEORGHE VRĂNCEANU" NATIONAL COLLEGE, BACĂU (ROMANIA)
Proficient with Microsoft Office apps, Outlook and Internet Explorer

COMPETITIONS

2022
- Catalysts Coding Contest (team coding contest) – AI Track – 2nd place prize

2020
- Catalysts Coding Contest (team coding contest)
- Google Hash Code (team coding contest)

2019
- Hackathon (team coding contest), as part of a collaboration between the Faculty of Mathematics and Computer Science of the "Babes Bolyai" University and the University of Medicine and Pharmacy of Cluj-Napoca
- Google Hash Code (team coding contest)

2018
- County Olympiad in Informatics

2017
- National Olympiad in Informatics, Brasov, Romania - algorithmic national C++ contest
- County Olympiad in Informatics

2016
- County Olympiad in Informatics
- County Olympiad in Linguistics

2015
- County Olympiad in Informatics
- County Olympiad in Mathematics