

# Munteanu David-Ioan

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## EDUCATION

**Technical University of Delft** **2025 - 2028**  
*Bachelor of Computer Science and Engineering* Delft

- Admitted after an exam (math, logic, algorithmic thinking, 1/10 acceptance rate).
- Current Average: 8/10, Data Track.

**National College "I. L. Caragiale"** **2021 - 2025**  
*Math-Info* Bucharest

- Romanian high school curriculum, with focus on math and computer science. **First place** in the specialization (Final Grade: 9.93/10).
- Leader of the **international NSS** contest high school team which won for two consecutive years; Presentations were held in **Texas** and **California**.

## WORK EXPERIENCE

**UiPath** **Jul 2026 – Present**  
Agentic Developer Intern Bucharest

- **Delivered** end-to-end implementations across 3 **international** client projects (airline ops, law enforcement, insurance), combining RPA, **AI agents**, app interfaces, and database-integrated dashboards via UiPath tools (Orchestrator, Maestro, Studio and Data Fabric).
- **Hosted** client and director meetings solo when senior engineers were unavailable; **negotiated** MVP scope with the UK insurance clients and built **targeted mock-ups** for Turkish airline intermediaries to bridge the gap between the dev-team and business.
- Architected a **fully local** AI STT and TTS pipeline for a police agency, designed for deployment across multiple departments, starting with the domestic abuse phone-line.
- **Invited back** for a second internship by both manager and talent acquisition manager, **co-hosted** the global intern session with the CEO, with a project selected for a conference in **Las Vegas**, and another one potentially in **London**.

**The Human Quotient Lab @ TUDelft** **Mar 2026 - Present**  
Research Assistant Delft

- Researching adversarial **LLM pen-testing** (agentic attacker vs. defender chatbot), applying game theory and manipulation-topology techniques across stateful agents with varied topologies; currently **authoring** a **research paper**.
- Built a plug-and-play framework for model-vs-model evaluation, focused on open models with dual **vLLM** & **Ollama**, its purpose being to test SLM variations in isolation.

**Step Up!** **Jul 2024 - Mar 2025**  
Project manager, **Founder** Bucharest

- **Founded** and managed a [non-profit](#) for **40+** students with **0** budget and **0** external funding that addressed the lack of career insights and resources for high school students through workshops.
- Applied leadership frameworks mastered during the Leaders Explore Program (top 30 selection in Bucharest) to coordinate 7 volunteers and secure partnerships with **IBM**, **Bosch** and more.

## TECH PROJECTS

**Spotyvibe** | Flask, JavaScript, Python **Dec 2025 - Jan 2026**

- Developed a [web app](#) to **map** Spotify listening history to emotional archetypes, using **GeminiAPI** for analysis.
- Integrated Spotify API via **OAuth 2.0** and handled session persistence using Flask-Session.
- Deployed a multi-threaded web server on **Railway** using Gunicorn configurations to handle concurrent user requests efficiently.

**FoodPal** (uni project) | Java, JavaFX, Mockito, Maven, Spring, TestFx, CI/CD, H2 **Nov 2025 - Jan 2026**

- Led a 6-person team to build a multi-module Java 24/ Spring Boot application, managing the **full-stack** integration of JavaFX and Spring with H2 persistence for a recipe sharing and nutrient tracking platform.
- Refactored the core architecture to a **Singleton**-patterned Controller structure using Google **Guice**, resolving recurring circular dependencies and ensuring **consistent state management**.
- Optimized **GitLab CI/CD** pipelines by **decoupling** client/server builds and implementing **artifact** caching; reduced total pipeline execution time and improved error isolation.
- Implemented branch protection rules and mandatory peer reviews to achieve a standardized Git workflow.

**Document Analyzer** | Ollama, JavaScript, Node.js **Feb 2026 – AI Guild Hackathon**

- Developed a Proof of Concept for a containerized, **local LLM** document analyser (Ollama/Node.js) designed for **high-privacy** research environments in a team of 6.
- Architected a system to **index** documentation into searchable segments, aiming to reduce manual search time for TU Delft research staff.

**AI Cup (Team Epoch)** | Model Training, Python **Mar 2026 - May 2026**

- Developed a classification model to identify 9 bird species from radar data to mitigate bird-strike risks at windfarms while maintaining operational efficiency.
- Implemented an ensemble approach using **XGBoost** and **Random Forest** classifiers to process high-dimensional radar telemetry, optimized for **Mean Average Precision**.

## NOTABLE EXPERIENCES AND AWARDS

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**CERN – “HSSIP-RO”** **Jun 2024**  
Summer Student Geneva

- Was part of the **top 24** students from all Romania to be selected by CERN to study at their institute in Geneva, Switzerland for 2 weeks via [HSSIP-RO](#).
- Presented **antimatter** research into a technical study and presentation.

**Royal Foundation Princess Margareta** **Jun 2023 - Jan 2024**  
Teacher (volunteer work) Bucharest

- Taught kids with a poor social condition from grades 6-12th **math**, **computer science**, Romanian and English.
- **Gamified** the teaching of core CS concepts using Scratch.

**Dr Randall Perry Quiet Leadership Award** (European Space Design Competition)

- Acted as **central lead** for a 28-member **international** team.
- Managed cross-departmental integration between 4 global sub-teams via real-time conflict resolution and **system-mapping** during a high-stakes 48-hour competition.

**NSS Space Settlement Contest** (National Space Society)

- Won **2nd** place (10th grade) and **4th** place (11th grade) out of 5000+ global entries. Presented our project at the International Space Development Conference (ISDC) in Frisco, TX (2023) and in Los Angeles, CA (2024).
- **Managed** the team and designed the systems and structure of our space settlement.

## TECHNICAL SKILLS

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**Proficient** | Python, JavaScript (Node.js, Express.js), Java (Spring, JavaFX), HTML/CSS, SQL  
**DevOps** | Git, GitLab, GitHub, CI/CD, Bash  
**Fluency** | English(C2), Romanian (Native)