Munteanu David-Ioan

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PROFESSIONAL SUMMARY

I'm a driven first year **computer science** student passionate about tech with proven leadership skills. I've **led** teams to success in **international** competitions and leveraged my public speaking and sales experience to **develop** and present innovative concepts.

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).
- Currently studying version control, full-stack applications in Java and JavaScript and algorithms and data structures.

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**.

PROJECTS

Spotyvibe| Flask, JavaScript, Python, Procfile   **Dec 2025 – Jan 2026**
- Developed a Flask/Gemini-integrated application to **map Spotify listening history** to emotional archetypes via LLM-based sentiment analysis.
- Built a production-ready **OAuth 2.0** flow, implementing cryptographically signed session management and secure credential isolation via environment variables.
- Debugged and resolved 502 gateway errors and dynamic port binding issues during **cloud migration** (Railway).
- Developed a "Demo Mode" fallback layer using hardcoded data sets to **bypass** third-party API rate limits and developer-mode whitelisting constraints.
- Repo: https://github.com/BOMBATONGA/Spotyvibe | Link: https://spotyvibe.up.railway.app/

FoodPal (uni project) | Java, JavaFX, Mockito, Maven, Spring, TestFx, CI/CD, H2   **Nov 2025 – Jan 2026**
- Developed a **multi-module** Java 24 / Spring Boot application utilizing JavaFX for the client-side and Spring Data JPA with H2 for **persistence** in a team of 6 colleagues.
- Optimized GitLab **CI/CD pipelines** by decoupling client and server build stages, significantly reducing pipeline execution time and improving test isolation.
- Architected a **persistent local configuration** system using JSON-based I/O to maintain **user state** and preferences across sessions.
- Engineered a robust **Dependency Injection** architecture through Guice, resolving recurring integration issues and ensuring a decoupled, maintainable codebase across the full stack.
- Established **repository governance** and **branching strategies**, implementing branch protection rules and mandatory code reviews to maintain Git graph integrity and project stability.

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.
- Architected a system to **index** documentation into searchable segments, aiming to reduce manual search time for TU Delft research staff."

LEADERSHIP & WORK EXPERIENCE

Step Up!   July 2024 – Mar 2025
Project manager, Founder   Bucharest

- Founded and managed the non-profit programme, which addressed the lack of career insights and resources for high school students.
- Coordinated 7 volunteers and provided over 40 students with job shadowing experience in partnership with "IBM", "Bosch" and "Banca Transilvania" and 10+ schools from Bucharest.
- Designed a workflow that successfully **identified** and verified contact data for HR heads.

CERN – "HSSIP-RO"   June 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.
- I took lessons, visited the institute's experiments and presented a project about antimatter. (https://indico.cern.ch/event/1369306/).

Royal Foundation Princess Margareta   June 2023 – Jan 2024
Teacher (volunteer work)   Bucharest

- Taught kids with a poor social condition from grades 6-12th math, computer science, Romanian and English.
- I also organized sports and board game events. In return, I gained a new perspective from them.

AWARDS

NSS Space Settlement Contest
- Won during the European Space Design Competition by stepping up as **team leader** when our co-leader abandoned the project, in a team of 28 people.

Dr Randall Perry Quiet Leadership Award
- 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).
- I contributed to **managing** the team and designing the innovative systems and **structure** of our space settlement.

TECHNICAL SKILLS

Languages | Python, JavaScript, Java, SQL, Assembly, CSS, HTML, C++
Frameworks | React, Flask, Spring, JavaFX, Node.js, Express.js
DevOps | Git, GitLab, GitHub, CI/CD
Fluency | English(C2), Romanian (Native)