

# Munteanu David-Ioan

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## EDUCATION

Technical University of Delft - Bachelor of Computer Science and Engineering

2025 – 2028, Delft

- Second Year; Current Average: 8/10 (**cum laude**), Data Track.
- Member of the Human Quotient Lab, **co-authoring** a research paper.

National College "I. L. Caragiale" – Math-Info

2021 – 2025, Bucharest

- Final Average: **9.93/10**, Ranked **1<sup>st</sup>**/120.
- Led the high school **NSS Space Settlement Contest** team to **2<sup>nd</sup>** and **4<sup>th</sup>** place / 5,000+ entries; presented at **ISDC** in **Dallas** and **Los Angeles**.

## WORK EXPERIENCE

UiPath - Agentic Developer Intern

Jul 2026 – Present, Bucharest

- **Built** end-to-end apps and automations across 3 **international** client projects (airline ops, police, insurance), combining RPA, **AI agents**, and dashboards via UiPath tools (Orchestrator, Maestro, Studio, Data Fabric).
- Designed a **fully local** AI STT and TTS pipeline (faster-whisper, pyannote, ffmpeg) for a police agency, planned for deployment across multiple departments, starting with the domestic abuse phone-line.
- **Led** client and director meetings independently; **negotiated** MVP scope with the UK insurance clients and built **mock-ups** for Turkish business.
- **Invited** for a second internship by management, with a project selected for a conference in **Las Vegas**.

The Human Quotient Lab @ TUDelft – Research Assistant

Mar 2026 - Present, Delft

- Researching adversarial **LLM pen-testing** (agentic attacker vs. defender chatbot), applying game theory and manipulation-topology techniques, **co-authoring a research paper**.
- **Built** a plug-and-play framework for attacker-vs-defender evaluation, with dual **vLLM & Ollama** backend, enabling **controlled red-teaming** of open **SLM variants**.

Step Up! – Project manager, Founder

Jul 2024 - Mar 2025, Bucharest

- **Founded** and **managed** a [non-profit](#) for **40+** students with **0** budget that offered free career workshops; partnered with **IBM**, **Bosch**, **BT**, and 5 high schools.

## TECH PROJECTS

Spotyvibe | Flask, JavaScript, Python

Dec 2025 - Jan 2026

- Built a [web app](#) to **map** Spotify listening history to emotional archetypes, using **GeminiAPI** for analysis; integrated Spotify **OAuth 2.0** with Flask-Session and deployed on **Railway** with Unicorn.

FoodPal (uni project) | Java, Mockito, Maven, Spring, 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 core architecture to a **Singleton**-patterned Controller, resolving circular dependencies; optimized **CI/CD** by **decoupling** client/server builds and implementing artifact caching.

AI Cup (Team Epoch) | Model Training, Python

Mar 2026 - May 2026

- Built a bird species classification model from radar telemetry data using **XGBoost** and **Random Forest** ensemble, optimized for **Mean Average Precision** to mitigate bird-strike risks at windfarms.

## AWARDS, ACTIVITIES & SKILLS

CERN (HSSIP-RO) – Summer Student

Jun 2024, Geneva

- Selected [top 24 students](#) from Romania, presented **the antimatter** research project.

Royal Foundation Princess Margareta – Teacher (volunteer)

Jun 2023 - Jan 2024, Bucharest

- Taught math, computer science, and English to underprivileged students (grades 6–12).

Dr Randall Perry Quiet Leadership Award (ESDC)

Mar 2024, Bucharest

- **Led** a 28-member **international** team designing a space settlement across 4 sub-teams in 48 hours.

**SKILLS** - Python, JavaScript (Node.js, Express.js), Java (Spring, JavaFX), HTML/CSS, SQL | Git, CI/CD, Bash, Ollama, vLLM, OpenClaw | English(C2), Romanian (Native)