



Diana Alexandra Ciungan

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WORK EXPERIENCE

[01/11/2023 – Current] **Teaching Assistant**

National University of Science and Technology Politehnica Bucharest

City: Bucharest | **Country:** Romania

My primary responsibility is to support professors and lecturers in the instruction and delivery of laboratories for subjects such as Formal Languages and Compilers, Architecture des Ordinateurs, Human-Computer Interaction and Internet of Things, Web Programming 2.

In this role, I prepare and deliver engaging laboratories, lead discussion sessions, and provide valuable assistance to students as they navigate the complexities of these specialized subjects. As a Teaching Assistant, I am passionate about fostering a conducive learning environment and helping students achieve academic success. This position offers me a unique opportunity to contribute to the educational growth of future professionals in the fields of computer science and technology.

[21/06/2020 – 21/08/2020] **Internship**

SC Maguay Computers SRL

City: Bucharest | **Country:** Romania

Worked as a member of the front-end engineering team in charge of designing and implementing the user interface for an online library web application using Angular.

[30/09/2017 – 14/03/2020] **Chess instructor**

ASOCIATIA CLUBUL SPORTIV DE SAH MMI ANDREI MURARIU

City: Bucharest | **Country:** Romania

Provided structured instruction in both fundamental and advanced chess strategies to children between the ages of 5 and 14, promoting cognitive development and critical thinking through age-appropriate coaching methods.

EDUCATION AND TRAINING

[10/2023 – Current] **PhD at Faculty of Automatic Control and Computer Science**

National University of Science and Technology Politehnica Bucharest

Master's Degree at Faculty of Engineering in Foreign Languages, Software Engineering in English

[09/2021 – 07/2023]

University Politehnica of Bucharest

City: Bucharest | **Country:** Romania | **Thesis:** Medical Platform for Analyzing Laboratory Tests

During my undergraduate studies I also completed the Psycho-pedagogical Module II with a grade 10.

I also participated in 2022 in one Students Scientific Session, Section 12-2 Management and Innovation in English, with a paper entitled *Medical Software* which received the 2nd mention.

I graduated with an 9.42 grade point average and 155 ECTS overall (120 being mandatory).

The main goal of my dissertation thesis was to simplify and increase communication between doctors and patients, which was graded 10.

Bachelor Degree at Faculty of Engineering in Foreign Languages,

[09/2017 – 07/2021]

Information Engineering in English

University Politehnica of Bucharest

City: Bucharest | **Country:** Romania | | **Thesis:** Remote EMDR Therapy Platform for Patients with PTSD

During my undergraduate studies I also completed the Psycho-pedagogical Module I with a grade 10.

I also participated in 3 Students Scientific Session, with 2 of the papers presented being awarded the 1st place:

1. 2021, Section 12-1, Computers and Information Technology in English, with a paper entitled *Online EMDR Therapy Platform for Patients Suffering from PTSD* which received the 1st place
2. 2019, Section 16-3 Specialized didactic and computer-assisted instruction, with a paper entitled *Dezvoltarea abilităților transversale în școală. Șah mat sau șah pat? (Developing transversal skills at school. Checkmate or stillmate?)* which received the 1st place
3. 2019, Section 12 - 7 Specialist Communication in English, with a paper entitled *Chess vs Technology – Friend or Foe?!*

I graduated with an 8.5 grade point average and 275 ECTS overall (240 being mandatory).

The goal of the thesis was to develop a platform to help patients with PTSD (post-traumatic stress disorder) and facilitate the process of recovering by using EMDR (eye movement desensitization and reprocessing) online therapy which was graded 10.

[08/2013 – 06/2017]

Graduate

Colegiul National "Andrei Saguna"

City: Brasov | **Country:** Romania |

PROJECTS

Sisteme IoT bazat pe blockchain pentru monitorizarea si controlul fermelor

[04/2025 – Current]

zootehnice (Blockchain-based IoT systems to monitor and control livestock farms)

I am part of a four member team on this project within a competition of research projects of the Romanian Academy of Scientists for Young Researchers "AOȘR-TEAMS-IV" Edition 2025-2026 "TRANSFORMAREA DIGITALĂ ÎN ȘTIINȚE" (Digital Transformation in Science). The main objective of this project is to develop a solution for IoT monitoring and environmental control by integrating smart lighting fixtures, blockchain technology, cryptographic algorithms and Big Data/A Artificial Intelligence solutions, with applications in livestock farms.

[10/2023 – 10/2024]

ROSE (Romanian Secondary Education Project)

I was the coordinator for the social activities component of the ROSE (Romanian Secondary Education) project, a national program aimed at preventing first-year students from dropping out of university. My responsibilities included creating and leading interactive online sessions to help students navigate university life, discover academic and extracurricular possibilities, and create effective study strategies. Our constant involvement and tailored assistance resulted in a measurable increase in first-year student retention rates.

LANGUAGE SKILLS

Mother tongue(s): Romanian

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

French

LISTENING B2 READING B2 WRITING B1

SPOKEN PRODUCTION B1 SPOKEN INTERACTION B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SKILLS

Programming

Python 3 | Unity | IoT Applications (Arduino, Raspberry Pi) | Java | Spring/
SpringBoot | Computer architecture | AngularJS | SQL/NoSQL | UI/ UX

General

ECDL BAC Profile | Cambridge - C1

PUBLICATIONS

[2024] [An Intelligent System for Image Generation in Unity](#)

This study investigates the use of the ChatGPT API within the Unity framework to automate the generation of prompts for Stable Diffusion. This enables Unity to automatically generate textures and images for sprites.

Conference: 2024 IEEE SmartBlock4Africa

Authors: Ciungan D.-A., Goga N., Bratosin I.-A., Popa R.-C. | **Publisher:** IEEE

[2022] [Medical System for Tests Analysis and Symptom Checker](#)

We described our approach to a medical test interpreter, integrated with a symptom checker, to improve engagement with doctors.

Conference: 2022 IEEE SmartBlock4Health

Authors: Hagicalil E., Radu M., Ciungan D.-A. et al. | **Publisher:** IEEE