

# Ioana-Maeva Cărbunescu- Stoenescu

Ph.D. student



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## EDUCATION AND TRAINING

### Bachelor's Degree in Electronics, Telecommunications and Technology of Information

Technical University of Cluj-Napoca

10/2019 - 07/2023

Cluj-Napoca, Cluj

### Master's Degree in Multimedia Technologies

Technical University of Cluj-Napoca

10/2023 - 07/2025

Cluj-Napoca, Cluj

### C# Remote Learning Course Nagarro IQuest

11/2022 - 05/2023

Cluj-Napoca, Cluj

## WORK EXPERIENCE

### Assistant Professor

Technical University of Cluj-Napoca

10/2024 - Present

Cluj-Napoca, Cluj

#### Achievements/Tasks

- Conducted laboratory sessions on Microprocessors, focusing on assembly programming using emulators.
- Supervised Voice Signal Processing project work, guiding students through the design, implementation, and completion of applied signal processing projects.

### Programmer

Codec IT

10/2024 - 02/2025

Cluj-Napoca, Cluj

#### Achievements/Tasks

- Designed and deployed automated object detection systems using Python and YOLOv11.
- Developed real-time image processing pipelines optimized for NVIDIA Jetson boards, enabling efficient on-device inference for edge computing applications.

### Junior Programmer - C# Internship

Nagarro IQuest

07/2023 - 08/2023

Cluj-Napoca, Cluj

Digital Engineering Company

#### Achievements/Tasks

- Contributing to the development of a comprehensive C# application, encompassing both frontend (Angular, Node.js, TypeScript, HTML, CSS) and backend (.NET) components.

### Erasmus Student

Universitat de Valencia - Estudi General

07/2022 - 09/2022

Valencia, Spain

Erasmus Mobility Traineeship

## ORGANISATIONAL SKILLS

Good Communication Skills

Efficiency

Attentiveness

Problem Solving

Team-work

## PROJECTS

### Gaze-to-Speech AAC System for Motor-Impaired Users

- Developed a gaze-controlled AAC application that converts eye movements into synthesized speech, featuring a machine learning pipeline for cursor control and a word prediction module.
- Project served as the basis for my Master's Thesis and was carried out within the framework of a research grant for master students, offered Technical University of Cluj-Napoca (UTCN).

### Development of a Digital Twin for a Smart Building using Arduino IoT Cloud and Unity3D

- Awarded in the "NextING" competition, for one of the best Bachelor's Degree presented in 2023, within UTCN

### Real-Time Web Application Developer

- Built a C#-based web application with Javascript, supporting multi-user real-time communication over RTSP.
- Integrated Google TTS and STT APIs for voice interaction.

### Vending Machine application in C#

- C#-based web application, using SQLite Database

### Video game in C#, Unity

- Endless runner 3D video game

## DIGITAL SKILLS

Programming in C#, C/C++, Java, Javascript, Python, Matlab, SQL, HTML, CSS, Typescript, Node.js, Angular and REST APIs

## CERTIFICATES

32th Summer School on Image Processing - SSIP 2024  
(07/2024 - 07/2024)

Certificate of Attendance and Exam Passing

## LANGUAGES

Romanian

Native or Bilingual Proficiency

English

Full Professional Proficiency

French

Limited Working Proficiency

Spanish

Elementary Proficiency

## INTERESTS

Digital Graphics

Reading

Drawing