Otniel-Bogdan Mercea, Ph.D.(current)

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EDUCATION

International Max Planck Research School for Intelligent Systems

Tübingen, Germany

PhD in Computer Science

May 2021 - May 2024

- PhD student in the EML and AVG groups working with Prof. Zeynep Akata and Prof. Andreas Geiger.
- o PhD Topics: multi-modal learning, zero-shot learning, explainability in self-driving cars.
- Responsibilities: Maintaining and improving the EML group website.

The University of Edinburgh

Edinburgh, Scotland

MSc in Artificial Intelligence; Distinction (Overall 76%)

Sept. 2019 - Aug. 2020

- MSc thesis: "What Neural Networks can not learn?". Supervisor: Amos Storkey. Grade 77% (Distinction)
- Relevant Courses: Accelerated Natural Language Processing || Algorithmic Game Theory and Applications || Machine Learning and Pattern Recognition || Machine Learning Practical || Natural Language Understanding, Generation and Machine Translation || Reinforcement Learning.

Politehnica University of Timisoara

Timisoara, Romania

BSc in Computers and Information Technology; Top 3% (Overall 9.70/10)

Oct. 2015 - June 2019

- o **Bachelor Thesis**: "HybridAlpha-Reinforcement Learning on Resource-Constrained Systems". **Supervisor**: Calin-Adrian Popa. Grade 10/10
- Relevant Courses: Data Structures and Algorithms || Object Oriented Design || Foundations Of Software Engineering || Linear Algebra, Probabilities and Statistics || Computer Security || Operating systems || Bases of Artificial Intelligence.

EXPERIENCE

Everseen

Timisoara, Romania

Nov 2020 - Apr 2021

- Machine Learning Researcher
 - Secured two patents for advancements in real-time multi-camera tracking systems.
 - Researched ways of improving tracking systems through self-supervised depth estimation.
 - o Technologies: Python, PyTorch, NumPy, Matplotlib, Shell Script.

Presslabs

Timisoara, Romania

July 2018 - Sept. 2018

- Junior Software Engineer
 - Contributed to the development of the open-source MySQL operator for Kubernetes, including the implementation of new functionalities, bug fixing, and testing
 - o Technologies: Go, Kubernetes.

3Pillar Global

Timisoara, Romania

Junior Software Engineer

June 2017- Sept. 2017

- Successfully refactored and optimized key components of the software, while also identifying and resolving bugs to improve overall performance.
- o Technologies: TypeScript, React, Redux.

"DSPLabs" research group at Politehnica University of Timisoara

Timisoara, Romania

Undergraduate Research Assistant

Feb. 2017 - June 2018

• I was selected to develop an interface for the FENP algorithm, a real-time scheduling algorithm and had my work featured in a tutorial on the Litmus-RT page. Technologies: Shell script, C, Linux.

PUBLICATIONS

- CoRL 2022: "Learning an Explainable Planner for Autonomous Driving". Katrin Renz, Kashyap Chitta, Otniel-Bogdan Mercea, A. Sophia Koepke, Zeynep Akata, Andreas Geiger. \ \mathbb{O}/\subseteq.\)
- ECCV 2022: "Temporal and cross-modal attention for audio-visual zero-shot learning". Otniel-Bogdan Mercea*, Thomas Hummel*, A. Sophia Koepke, Zeynep Akata.

Talks

- The University of Amsterdam, May 2022: Title of the talk: "Audio-visual Generalised Zero-shot Learning with Cross-modal Attention and Language".
- IMPRS-IS symposium, Tübingen Feb. 2021: Title of the talk: "From explainability and interpretability to 3D computer vision and efficient learning: increasing the performance of autonomous agents" (acceptance rate 14%).

SELECTED ACHIEVEMENTS AND AWARDS

- IMPRS-IS Scholarship awarded in 2021 as one of the 57 successful candidate out of 968 applications for a fully-funded PhD program.
- 1st Prize in the Kaggle competition "EEML 2019 Electricity prediction".
- Best Smart Mobility Project awarded at UniHack 2019 for the project entitled "Wave".
- Honour Student awarded in 2018 by Association "Orizonturi Universitare" in partnership with Romanian Academy and Timisoara City Council for outstanding achievements in my professional activity.
- Grand Prize awarded at HackTM Sibiu 2018 edition, for the project named "SafeStreet".
- Second place awarded at national competition "Java competition for universities 2018" organized by Oracle Academy for the project named "SPark Community-Driven Smart Parking".
- **Performance Scholarships** awarded from 2015-2019 and **Special Scholarship** awarded in 2018 by Politehnica University of Timisoara, recognizing exceptional academic performance and results in national contests.
- Honors Diploma awarded in 2015 by Sebis Town Hall for exceptional achievements in Informatics/Mathematics competitions and for enhancing the prestige of the high school and town.
- International Contest of Mathematics and Informatics "Caius Iacob": 1. Programming: "Second place" in the VI Edition and "Mention" in the VII Edition. 2. Mathematics: "Second Place" in VII Edition.
- Informatics Olympiad county phase: "Mention" in 2014 and "Second place" in 2015.

REVIEWING

• CVPRw 2022 (L3D-IVU), ECCV 2022.

Selected Projects

- SafeStreet is a project that detects violence in videos by using a drone and a neural network. Technologies: Python, Keras, Shell script, OpenCV, NumPy.
- Wave is a project that reduces the physical interaction between a driver and the mobile phone by using the mobile phone's camera to detect hand gestures using neural networks. Technologies: Python, Android, PyTorch, NumPy.
- **HybridAlpha** is an hybrid based on AlphaGo Zero and AlphaZero and it improves the performance of AlphaZero on resource-constrained systems. **Technologies: Python, TensorFlow, NumPy.**
- Hit Song Prediction is a neural network system that predicts the popularity of a song considering the metadata, the lyrics and the melody of a song. Technologies: Python, PyTorch, Spotify API, Genius API, NumPy, Pandas.
- What Neural Networks can not learn? is a project that investigates from multiple perspectives what current CNNs can not learn in non-distributional shift scenario. Technologies: Python, PyTorch, NumPy, Matplotlib.

ADDITIONAL COURSES, WORKSHOPS AND SUMMER SCHOOLS

- Bitdefender: I was selected to attend a highy competitive Cybersecurity courses (acceptance rate <10%). Learned to debug desktop/mobile applications and malware using Assembly. Technologies: Shell script, Android, Assembly.
- Microsoft Timisoara: Demonstrated aptitude for software development by successfully completing a highly selective course with an acceptance rate <6.6%. Learned to develop applications in C# using Bing Maps Technologies: C#.
- Eastern European Machine Learning Summer School (EEML): I have been selected as one of only 10 undergraduate students to attend EEML 2019, an event organized by the Google DeepMind with a competitive admission rate of just 21%. I have been selected again for the EEML 2022.