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

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EDUCATION

Max Planck Institute for Intelligent Systems and University of Tübingen

Tübingen, Germany

May 2021 - May 2024

PhD in Computer Science

• PhD student in the IMPRS-IS program, supervised by Prof. Zeynep Akata and Prof. Andreas Geiger.

- 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)
- o 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 BSc 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

Machine Learning Researcher

Nov 2020 - Apr 2021

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

Presslabs Timisoara, Romania

Junior Software Engineer

July 2018 - Sept. 2018

- o Contributed to the development of the open-source MySQL operator \mathbf{O} 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. This led to a more readable and easier to maintain codebase.
- Technologies: TypeScript, React, Redux.

"DSPLabs" research group at Politehnica University of Timisoara

Timisoara, Romania

Undergraduate Research Assistant

Feb. 2017 - June 2018

o 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. \(\mathbb{O}/\omega\).
- ECCV 2022: "Temporal and cross-modal attention for audio-visual zero-shot learning". Otniel-Bogdan Mercea*, Thomas Hummel*, A. Sophia Koepke, Zeynep Akata. ♥/♥.
- CVPR 2022: "Audio-visual Generalised Zero-shot Learning with Cross-modal Attention and Language". Otniel-Bogdan Mercea, Lukas Riesch, 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

- 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 the 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".
- 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 section: "Second place" in 2014 and "Mention" in 2015. 2. Mathematics section: "Second Place" in 2015.
- Informatics Olympiad county phase: "Mention" in 2014 and "Second place" in 2015.

SCHOLARSHIPS

- IMPRS-IS Scholarship awarded in 2021 as one of the top 57 successful candidates out of 968 applications (5.8% acceptance rate) for a fully-funded PhD program at the Max Planck Institute for Intelligent systems.
- **Performance Scholarships** awarded every semester by Politehnica University of Timisoara during my undergraduate for excellent academic performance.
- Special Scholarship awarded in 2018 by Politehnica University of Timisoara, recognizing exceptional academic performance and results in national contests.

REVIEWING

• CVPRw 2022 (L3D-IVU), ECCV 2022, CVPR 2023, ICCV 2023.

HIGHLY SELECTIVE COURSES AND SUMMER SCHOOLS

- Eastern European Machine Learning Summer School (EEML): I have been selected as one of only 12 undergraduate students to attend EEML 2019, an event organized by Google DeepMind with a competitive admission rate of just 21%.
- Bitdefender: I was selected to attend a highly 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#.

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.**
- 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.