

Andrei-Carlo Papuc

☎ +31628050271 | ✉ andrejcarlop@gmail.com | 🏠 www.andreicarlo.com | 🐙 github.com/andrejcarlo | 🔗 linkedin.com/in/andreicarlopapuc

Research interests: game theory, multi-agent reinforcement learning, deep learning, machine perception, planning and decision making under uncertainty, optimal control all within the realm of robotics.

Education

Delft University of Technology

Delft, The Netherlands

M.Sc. in Robotics

Sept 2022 - March 2025

- Cumulative GPA 8.6/10
- **Courses:** Machine Learning for Robotics, Deep Learning, Computer Vision by Deep Learning, Machine Perception, Planning & Decision Making, Model Predictive Control, Intelligent Control Systems, Cyber Risk Management, Deep Reinforcement Learning

Delft University of Technology

Delft, The Netherlands

B.Sc. in Aerospace Engineering

Sept 2018 - Jul 2022

- Cumulative GPA 7.7/10
- Minor in Computational Science and Engineering
- **Relevant Coursework:** Object Oriented C++, Control Theory; Systems Design; Parallel Computing; Computational Modelling; Numerical Methods for PDE's; Scientific Programming; Simulation, Verification & Validation.

Work Experience

TU Delft | Planning and Decision Making (RO47005)

Delft, The Netherlands

Teaching Assistant

Nov 2023 - Feb 2024

- Hosting Q&A sessions for students and answering lecture and assignment specific questions
- Preparing and grading take home assignments on discrete, combinatorial and probabilistic planning, planning under uncertainty, learning in planning, and planning for multi-robot systems

HUBS | On-demand Manufacturing

Amsterdam, The Netherlands

R&D Software Engineer

May 2021 - Jul 2023

- Improved and maintained meshing and CAD conversion algorithms for reliable processing across diverse 3D formats
- Built C++ tools for mesh analysis to support geometry evaluation and engineering workflows
- Worked on machine learning models for pricing, including feature engineering and hyperparameter tuning
- **Tech:** C++, CMake, PyTorch, NumPy, Matplotlib, Pandas, Scikit-learn, Rust

MX3D | Robotic 3D Metal Printing

Amsterdam, The Netherlands

Full Stack Software Developer

May 2019 - Aug 2020

- Developed geometry processing and slicing algorithms for wire arc additive manufacturing (WAAM) using Python, Trimesh, and NumPy
- Built a robotic arm simulation web app with live feedback for printing progress and planning
- Worked on mesh analysis tools, including naked edge and overhang detection
- **Tech:** Python, Trimesh, NumPy, React, TypeScript, Node.js, Electron, Three.js, Django, Express

University Projects

Interaction-aware autonomous drone racing

Delft, NL

Master Thesis – graded 9/10

February 2025

- This thesis explores interaction-aware decision-making strategies in multi-agent settings, specifically drone racing. We investigate how multi-agent game-theoretic approaches can enhance competitive performance in high-speed racing environments.
- Conducted live high-speed drone racing tests to validate the proposed strategies in real-world conditions.

Enhancing autonomous driving: leveraging frame-based foundation models for improved pedestrian detection and sensor fusion

Delft, NL

Course project of Computer Vision by Deep Learning (CS4245) – graded 10/10

Jun 2023

- Addressed questions regarding leveraging foundational models' implicit knowledge for accurate 2D pedestrian detection, evaluated 3D pedestrian detection performance relative to autonomous vehicles, compared learned and manual sensor fusion, and assessed foundational models for real-time use in autonomous vehicles in a comprehensive blog post.

Autonomous legged robot solution for efficient lost item retrieval

Delft, NL

Course project of Multidisciplinary Project (RO47007) with TNO – graded 8.5/10

Jun 2023

- Developed perception and planning algorithms in Python ROS for the Boston Dynamics Spot robot.
- Utilized fine-tuned YOLO for object recognition, employed depth-based SLAM through Rao-Blackwellised particle filtering, incorporated both global and local RRT algorithms for navigation, implemented a finite state machine, and designed an intuitive GUI for user interaction.

A model predictive control approach for trajectory tracking of quadrotors

Delft, NL

Course project of Model Predictive Control (SC42125) – graded 10/10

May 2023

- Developed MPC approach for precise quadrotor trajectory tracking by enhancing mathematical model with aerodynamic effects, ensuring real-world accuracy and disturbance avoidance.
- Verified controller's effectiveness by showcasing trajectory tracking, constraint satisfaction, and stability through Lyapunov analysis with disturbance rejection validation.

Reproduction of deep learning paper on event camera processing

Delft, NL

Course project of Deep Learning (CS4240)

May 2023

- Reproduced partial results of the paper *AEGNN: Asynchronous Event-based Graph Neural Networks*
- Adapted the preprocessing and training pipelines to perform two types of experiments: changing convolutions and hyperparameters evaluation.

Obstacle driven RRT implementation for quad-rotor motion planning

Delft, NL

Course project of Planning & Decision Making (RO47005) – graded 9.5/10

Jan 2023

- Introduced biased RRT* for efficient indoor path planning: Numerical analysis demonstrates advantages in densely obstructed spaces.
- Highlighted potential for dynamic indoor settings: Enables rapid path adaptation due to environmental changes, and suggested integration with MPC for comprehensive quad-rotor motion planning.

Design of a drone swarm to measure the wind field and temperature stratification in a wind farm

Delft, NL

Bachelor's Thesis – graded 8.5/10

Jan 2022

- Formulated and solved the problem as the k travelling salesman optimisation problem (TSP) in the swarm design.
- The goal of this project was measure the atmospheric conditions with full three-dimensional coverage of a wind farm to optimize its operational performance and control.

Developing analytical models for dynamic analysis of lattice structures

Delft, NL

Course project of Final Minor Project (TW3725TU)

Jan 2021

- Co-authored a research paper on Spectral Element Methods in a cross-faculty team of 4.
- Implemented a new method of analysis for the Dep. Precision and Microsystems Engineering, improving the accuracy in comparison to FEM by 15% and speed by 30% with MPI, Python, GMesh, Numpy

Robotic particle image velocimetry for position reconstruction of a smart rotor model

Delft, NL

Course project of Test, Analysis & Simulation (AE2224)

Jun 2020

- The purpose of this research paper was to present a method which helps in determining the model position and orientation of a Smart Rotor Model (SRM) in a wind tunnel experiment using robotic particle image velocimetry (RPIV) measurements of structural markers.

Activities and Leadership

Makerspace Delft

Delft, NL

Facilities Manager

Oct 2020 - Apr 2021

- Co-founded a shared working space for students and startups embarking on innovative engineering projects. Raising interest from TU Delft and Municipality of Delft, resulting in a 15k euro grant.
- Designed and assembled the space, organizing acquisition, maintenance of tools and machinery.

International Computer High School of Bucharest

Bucharest, RO

Student professor

Jan 2018 - Jun 2018

- Taught short courses on engineering to 20 first and second year students on CAD, Physics, Programming.

Skills

Computational	Julia, C++, C, CMake, Make, Rust, CVXPY, Docker
Machine Learning	Python, PyTorch, Tensorflow, Jax, NumPy, Matplotlib, Pandas, Scikit-learn, PCL, OpenCV, ROS
Miscellaneous	React, Typescript, Hugo, NodeJs, Electron, ThreeJS, Git, LaTeX, Markdown
CAD	Rhino, CATIA, Fusion360

References available upon request.