Edon Kᴇʟᴍᴇɴᴅɪ

Pᴇʀsoɴᴀʟ Dᴀᴛᴀ

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Eᴅucᴀᴛɪoɴ & Exᴘᴇʀɪᴇɴcᴇ

2019-current	Post-Doc, **University of Oxford** Verification team Advisor: Joel Ouaknine
2018-2019	Post-Doc, **University of Warsaw** Automata team MIMUW Advisor: Mikolaj Bojanczyk
2017-2018	Post-Doc, **Technical University of Munich** Chair for Foundations of Software Reliability and Theoretical Computer Science Advisors: Anca Muscholl, Jan Kretinsky
2013-2016	PhD, "Optimal Control Under Partial Observation" **LaBRI, Université de Bordeaux**, Bordeaux Advisors: Hugo Gimbert, François Dufour
2011-2013	Master, Formal Methods and Software Verification **Université de Bordeaux**, Bordeaux	mention: très bien Thesis: "Value 1 Problem for Probabilistic Automata" Advisor: Hugo Gimbert
2007-2010	Faculty of Electrical and Computer Engineering, **University of Prishtina**, Prishtinë Thesis: "Functional Programming"	Avg. 8.23/10
2004-2007	Gjimnazi **Sami Frashëri**, Prishtinë Informatikë-Matematikë	Avg. 5/5

Rᴇsᴇᴀʀcʜ Iɴᴛᴇʀᴇsᴛs

Algorithmic Game Theory, **Logic**, **Automata**.

Puʙʟɪcᴀᴛɪoɴs

- Mikolaj Bojanczyk, Edon Kelmendi, Michal Skrzypczak. **MSO+∇ is undecidable**, LICS, 2019.

- Edon Kelmendi, Julia Kramer, Jan Kretinsky, Maximilian Weininger. **Value Iteration for Simple Stochastic Games: Stopping Criterion and Learning Algorithm**, CAV, 2018.

- Mikolaj Bojanczyk, Hugo Gimbert, Edon Kelmendi. **Emptiness of zero automata is decidable**, ICALP, 2017.

- Nathanaël Fijalkow, Hugo Gimbert, Edon Kelmendi, Denis Kuperberg. **Stamina: Stabilisation Monoids IN Automata theory**, CIAA, 2017.

- Edon Kelmendi, Hugo Gimbert. **Deciding Maxmin Reachability in Half-Blind Stochastic Games**, Symposium of Algorithmic Game Theory (SAGT), 2016.

- Nathanaël Fijalkow, Hugo Gimbert, Edon Kelmendi, Youssouf Oualhadj. **Deciding the value 1 problem for probabilistic leaktight automata**, Logical Methods in Computer Science (LMCS), International Federation for Computational Logic, 2015, pp.37

Preprints

- Hugo Gimbert, Edon Kelmendi. **Two-Player Perfect-Information Shift-Invariant Submixing Stochastic Games are Half-Positional**, 2015.

Talks

Jun 2019	Logic in Computer Science (LICS), Vancouver
Sep 2018	Automata Seminar, MIMUW, Warsaw
Sep 2018	Highlights of Logic, Games, and Automata, Berlin
Feb 2017	PUMA, TUM, Munich
Sep 2016	Symposium of Algorithmic Game Theory (SAGT), Liverpool
Sep 2016	Highlights of Logic, Games, and Automata, Brussels
Jun 2016	Verification Seminar, Oxford
May 2016	Verification Seminar, Bordeaux
Feb 2016	Seminar LACL, Paris
Jan 2016	Seminar LSV, Cachan
Dec 2015	Seminar 68NQRT IRISA, Rennes
Feb 2015	Young Researchers' Conference "Frontiers of Formal Methods", Aachen
Sep 2014	L'école d'été pluridisciplinaire de théorie des jeux, Aussois
Sep 2014	Highlights of Logic, Games, and Automata, Paris
Jan 2014	GT Jeux Annual meeting, Paris
May 2013	ANR Frec Workshop, Ile de Ré

Teaching

2015/2016	Algorithmes et Programmes
	Implementing Algorithms in C
2015/2016	Informatique Théorique 1
	Basic tools from mathematics that are useful in computer science
2016/2017	Coloration Informatique
	Writing a simple game in python
2016/2017	Logique et Preuve
	Introduction to formal logics and coq

Techincal Skills

Programming Languages: Haskell, C, Python, Java, etc.

Languages

Albanian:	Native
English:	Fluent
French:	Advanced