

Jonáš Kulhánek

<https://jkulhanek.github.io>
jonas.kulhanek@live.com | +420 728 042 412

EDUCATION

Charles University

MSC IN ARTIFICIAL INTELLIGENCE

Sep 2019 – Expected Jun 2021
Faculty of Mathematics and Physics
Cum. GPA: 4.00 / 4.00
Major GPA: 4.00 / 4.00

Czech Technical University

BSC IN COMPUTER SCIENCE

Jul 2016 – Jun 2019
Faculty of Electrical Engineering
Summa cum laude
Cum. GPA: 3.64 / 4.00
Major GPA: 3.74 / 4.00
Final exam grade: A

Sungkyunkwan University

Sep 2017 – Dec 2017
College of Sciences and Engineering
One semester visiting student
Cum. GPA: 4.00 / 4.00

LINKS

Github:// jkulhanek
LinkedIn:// jonaskulhanek
Google Scholar:// [Jonáš Kulhánek](#)
Research Gate:// [Jonas_Kulhanek](#)

TEACHING

Introduction to Artificial Intelligence

Teaching assistant | Summer 2020
zero-sum games, MCTS, A*, CSP, MDP, EA, planning, knowledge representation
FEL, Czech Technical University

PROJECTS

Deep RL PyTorch

DRL, PyTorch, gym
Library for training DRL agents
github.com/jkulhanek/deep-rl-pytorch

LemmaTag

NLP, TensorFlow 2
Implementation of SoTA lemmatizer and tagger achieving 98.75% and 96.67% accuracies respectively on UD Treebank
github.com/jkulhanek/lemmatag

DMHouse

DRL, Bazel
An indoor 3D environment simulator for pre-training VN agents
github.com/jkulhanek/dmhouse

SELECTED EXPERIENCE

CIIRC | RESEARCH ASSISTANT

Jul 2019 – Now

- Visual navigation using deep reinforcement learning (DRL)
- Implementing SoTA DRL algorithms including **Rainbow**, **PAAC**, **AlphaZero**
- Publishing an open-source 3D environment simulator to train DRL agents
- Working with **Tomas Mikolov** on cellular automata applied on NLP
- Researching dialogue systems with pre-trained LMs (GPT2, BERT)
- Running large distributed GPU training
- Achieving **3rd place** in the DSTC9 end-to-end multi-domain dialogue task
- **PyTorch**, Slurm, Numpy, ROS, ...

TU DELFT | RESEARCH ASSISTANT

Jan 2019 – May 2019

- Visual navigation using deep reinforcement learning (DRL)
- Working under Prof. dr. **Robert Babuska** at 3me
- Publishing open-source DRL PyTorch library
- Evaluating navigation algorithms on real **mobile robots**
- **PyTorch**, TensorFlow, ROS, Numpy, ...

CENTER FOR MACHINE PERCEPTION | RESEARCH ASSISTANT

Feb 2018 – Jun 2018

- Building object detectors using fully convolutional neural networks
- Implementing RetinaNet, FasterRCNN, MaskNet (SoTA at that time)
- Preparing object detection datasets and data pipelines
- **TensorFlow**, Numpy, OpenCV, ...

complete list at <https://jkulhanek.github.io/#resume>.

PUBLICATIONS

AuGPT: Dialogue with Pre-trained Language Models and Data Augmentation

Feb 2021

Jonáš Kulhánek and Vojtěch Hudeček and Tomáš Nekvinda and Ondřej Dušek,
Using pre-trained GPT2 with extensive data augmentation. Achieving SoTA on MultiWOZ dataset.
submitted to TACL

Visual Navigation in Real-World Indoor Environments Using End-to-End Deep Reinforcement Learning

Oct 2020

Jonáš Kulhánek and Erik Derner and Robert Babuška,
Designing DRL agent with auxiliary tasks for real-world navigation. Transferring policy pretrained on custom 3D simulator to the real world.
submitted to ICRA/RA-L 2021

Vision-based navigation using Deep Reinforcement Learning

Sep 2019

Jonáš Kulhánek and Erik Derner and Tim de Bruin and Robert Babuška,
Extending PAAC with auxiliary tasks designed for visual navigation. Evaluating on AI2THOR, House3D, DeepMind Lab environments
2019 European Conference on Mobile Robots (ECMR), 2019, p.1-8

LANGUAGES

English: C1, French: B1, Czech: native