# Jonáš Kulhánek

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### **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

Jun 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://Jonaš 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** | JUNIOR RESEARCHER

Aug 2020 - 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 to 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, ...

#### CTU IN PRAGUE | TEACHING ASSISTANT

Jan 2020 - Jul 2020

• Teaching Introduction to Artificial Intelligence course

#### TU DELFT | RESEARCH INTERN

Feb 2019 - Apr 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 INTERN

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 Vojtīch Hudeīek and Tomáš Nekvinda and Ondīej Dušek, Using pre-trained GPT2 with extensive data augmentation. submitted to SIGDIAL

# 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. Transfering policy pretrained on custom 3D simulator to the real world. *accepted to 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