

Jure Žbontar

Curriculum Vitae

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Born	May 28, 1985, in Ljubljana, Slovenia
Citizenship	Slovenian

Education

2008 - present	PhD student Faculty of Computer and Information Science University of Ljubljana, Slovenia GPA: 9.909 / 10
2004 - 2008	BSc in Computer Science and Mathematics Faculty of Computer and Information Science University of Ljubljana, Slovenia GPA: 9.538 / 10

Research Visits

Jan - Aug 2014	The Courant Institute of Mathematical Sciences New York University, New York, NY 10003, USA Mentor: Yann LeCun (yann@cs.nyu.edu)
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Machine Learning Competitions

Machine learning competitions are perfect for testing new ideas and comparing them to established methods. I have learned many valuable lessons about how to make learning algorithm behave well on real datasets.

2013	5th / 249	The Marinexplore and Cornell University Whale Detection Challenge ¹ , http://www.kaggle.com/c/whale-detection-challenge
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2012	1st / 126	Topical Classification of Biomedical Research Papers, JRS 2012 Data Mining Competition ² , http://tunedit.org/challenge/JRS12Contest
2012	2nd / 91	EMC Israel Data Science Challenge ² , http://www.kaggle.com/c/emc-data-science
2012	2nd / 156	The Hewlett Foundation: Short Answer Scoring Competition ¹ , http://www.kaggle.com/c/asap-sas
2011	1st / 104	Algorithm for Optimal Job Sceduling and Task Allocation under Constraints ¹ http://tunedit.org/challenge/job-scheduling
2010	1st / 22	Forecast Eurovision Voting ¹ , http://www.kaggle.com/c/Eurovision2010

Programming Competitions

During my undergraduate years I enjoyed solving algorithmic problems. I entered as many programming competitions as I possibly could. The lessons learned had a great impact on my programming style and my way of thinking and solving problems.

2008	ACM Central European Regional Contest
2006 - 2008	ACM Slovenian Regional Contest
2006 - 2010	Spent a lot of time on http://uva.onlinejudge.org/ online judge

Programming Skills

I really like programming. During my career I tried many different programming languages from C, C++, Java and Go to LISP, Haskell, OCaml, Erlang and Prolog. I also tried web programming with JavaScript, PHP and ActionScript. Today, most of my code is written in Python (with NumPy, Theano and scikit-learn) and Lua (with Torch). If my code is not running fast enough, I like to speed it up with Cython, CUDA or C.

¹Entered competition alone.

²Team leader.