Curriculum Vitae: Karlo Babić

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Croatia

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EDUCATION

PhD, **Information Science**, University of Rijeka, Faculty of Informatics and Digital Technologies, 2019-2025.

Thesis Topic: The Pyramidal Recursive Neural Network for Multilevel Text Representation. Supervisor: Ana Meštrović.

phone: +385 51 584-718

26-30 July 2021

9 April 2019

web: www.inf.uniri.hr

M.Sc., Informatics, University of Rijeka, Faculty of Informatics and Digital Technologies, 2016-2018.

Thesis Topic: Visualization of learning algorithms of neural networks. Supervisor: Ana Meštrović.

B.E., **Informatics**, University of Rijeka, Faculty of Informatics and Digital Technologies, 2013-2016.

Thesis Topic: Implementing the Solar System model using OpenGL library and C++ language. Supervisor: Ana Meštrović.

LIFELONG LEARNING AND PROFESSIONAL

SPECIALIZATION

4th International School on Deep Learning

Las Palmas de Gran Canaria, Spain
Workshop "Search tools for scientific sources"

Workshop bearen tools for scientific sources

University of Rijeka, Rijeka, Croatia

Early Career Training Event COSTNET
The Department of Statistics, Ludwig-Maximilians-University, Munich, Germany 11-13

February 2019

Professional Positions Assistant

Faculty of Informatics and Digital Technologies, University of Rijeka 2018 - present

RESEARCH INTERESTS Machine learning, neural networks, simulations, natural language processing, representation learning

RESEARCH PROJECTS

Researcher

- Hybrid approaches of artificial intelligence in natural language processing and knowledge generation, uniri-iz-25-215 2025 2029
- Artificial intelligence methods for media text analysis and research on information dissemination, uniri-iz-25-44 2025 2029
- Multilayer Framework for the Information Spreading Characterization in Social Media during the COVID-19 Crisis (HRZZ InfoCoV) 2020 2022
- Keyword Extraction and Summarization Based on Language Networks (LangNet), uniri-drustv-18-20 2019 2022
- \bullet Methods for measuring semantic similarity of texts (SemTex), uniri-drustv-18-38 2019 2022

Publications Jo

Journal publications

Babić, Karlo, and Ana Meštrović. "Recursively Autoregressive Autoencoder for Pyramidal Text Representation." IEEE Access 12 (2024): 71361-71370.

Pitoski, Dino, Karlo Babić, and Ana Meštrović. "A new measure of node centrality on schedule-based space-time networks for the designation of spread potential." Scientific reports 13.1 (2023): 22561.

K. Babić, M. Petrović, S. Beliga, S. Martinčić-Ipšić, M. Matešić, A. Meštrović. "Characterisation of COVID-19-Related Tweets in the Croatian Language: Framework Based on the Cro-CoV-cseBERT Model." Applied Sciences, 2021, 11, 21.

K. Babić, F. Guerra, S. Martinčić-Ipšić, A. Meštrović. "A Comparison of Approaches for Measuring the Semantic Similarity of Short Texts Based on Word Embeddings." JIOS, 2020, 44, 2.

A. Vorkapić, K. Babić, R. Radonja, S. Martinčić-Ipšić. "Machine learning methods in monitoring operating behaviour of marine two-stroke diesel engine." Transport, 2020, 35, 5.

K. Babić, S. Martinčić-Ipšić, A. Meštrović. "Survey of Neural Text Representation Models." Information, 2020, 11, 511.

Conference proceedings

K. Babić. "Selection in the Meme Pool: Graph-Based Evolution of Textual Content." ECAI, 2025, Bologna, Italy. Accepted for publication.

K. Babić, A. Meštrović. "Pyramidal Recursive Composition of Multi-Word Units into Unified Representations." CECIIS, 2025, Varaždin Croatia. Accepted for publication.

K. Babić, M. Petrović, S. Beliga, S. Martinčić-Ipšić, M. Pranjić, A. Meštrović. "Prediction of COVID-19 Related Information Spreading on Twitter." MIPRO, DS-BE, 2021, Opatija, Croatia, 2021, pp. 395-399.

K. Babić, M. Petrović, S. Beliga, S. Martinčić-Ipšić, A. Jarynowski, A. Meštrović. "COVID-19-Related Communication on Twitter: Analysis of the Croatian and Polish Attitudes." ICICT, London, England, 2021, pp. 379-390.

K. Babić, S. Martinčić-Ipšić, A. Meštrović, F. Guerra. "Short texts semantic similarity based on word embeddings." CECIIS, Varaždin, Croatia, 2019, pp. 27-33.

K. Babić, A. Meštrović. "Visualizations of the training process of neural networks." MIPRO, SP, 2019, Opatija, Croatia, 2019, pp. 1619-1623.

Talks

K. Babić, S. Martinčić-Ipšić. "The representation of text in a multilayer complex network for deep learning." 4th COSTNET Action conference, Bilbao, Spain, 9-11 September 2019. (Poster)

K. Babić. "The representation of text in a multilayer complex network for deep learning." Early Career Training Event COSTNET, the Department of Statistics, Ludwig-Maximilians-University, Munich, Germany, 11-13 February 2019.

K. Babić, A. Meštrović. "Neural networks visualizations." 10th International Conference on Information Technologies and Information Society, Novo Mesto, Slovenia, 24-26 October 2018.

TEACHING EXPERIENCE

Undergraduate courses

• Introduction to software engineering, FIDIT ¹ , University of Rijeka	2023
• Basics of game development, FIDIT, University of Rijeka	2022-2023
• Programming Paradigms and Languages, FIDIT, University of Rijeka	2021-
• Formal Languages and Compilers 2, FIDIT, University of Rijeka	2019-2020
• Declarative programming languages, FIDIT, University of Rijeka	2019-2022
• Formal Languages and Compilers 1, FIDIT, University of Rijeka	2018-2021
• Programming 1, Department of Polytechnics, University of Rijeka	2018-2019

Graduate courses

• 3D game development, FIDIT, University of Rijeka	2024-
• Data intelligence, FIDIT, University of Rijeka	2023-
• Big data analytics, FIDIT, University of Rijeka	2023-
• Programming for artificial intelligence, FIDIT, University of Rijeka	2023-
• Object-Oriented Languages, FIDIT, University of Rijeka	2021
• Natural Language Processing, FIDIT, University of Rijeka	2019-
• Decision Support Systems, FIDIT, University of Rijeka	2019-2022
• Management of IT Projects, FIDIT, University of Rijeka	2018-2021

TECHNICAL SKILLS

Operating Systems

GNU/Linux, MS Windows

Programming Languages

Advanced: Python, JavaScript Intermediate: C++, C#, Java, Bash

Beginner: Haskell, PHP

Tools

LATEX, TensorFlow/Keras, Godot, Unity

HOBBY PROJECTS Simulations

Abstracted fluid, fluid flow on terrain, dynamics of falling flat object through air, pendulums, evolution tree generation, animated mathematics of chaos

Cellular automatons

Game of life and modified versions, liquid automaton

Web scraping

Celestial events information, weather information, website crawler with audio and video scraping

Web

Simulations and games using JavaScript

Video games

For Web with JavaScript, and for mobile phones with Godot (Paperfall is on Google Play)

LANGUAGES

Fluent: Croatian, English

 $^{^1\}mathrm{FIDIT}$ - "Faculty of Informatics and Digital Technologies"