ÁRON KATONA

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github.com/katonaaron gitlab.com/katonaaron

🎓 EDUCATION

M.Sc. in Artificial Intelligence and Computer Vision

Technical University of Cluj-Napoca

📅 October 2022 – July 2024

B.Sc. in Computer Science

Technical University of Cluj-Napoca

📅 October 2018 – July 2022

- GPA: 9.7/10
- *Valedictorian* of the faculty
- Diploma thesis: *Automatic fact checking with explanations*
  - Developed the FACE system.
  - Submitted paper to SYNASC 2022

💼 WORK EXPERIENCE

Software Engineer

Cloudflight Romania

📅 July 2021 - August 2021   ⚲ Cluj-Napoca

- Fullstack application development with Java and VueJS

Android Developer Intern

Garmin

📅 July 2020 - October 2020   ⚲ Cluj-Napoca

- Studied Android development in Kotlin
- Worked on the ActiveCaptain app.

📖 COURSES

Logic for the AI Spring Summer School

Lake Como School of Advanced Studies

📅 12-16 September 2022   ⚲ Como, Italy

C and Win32 programming course

Bitdefender

📅 October 2018 - April 2019   ⚲ Cluj-Napoca

- I was among the five prizewinners.

✿ CERTIFICATES

Oracle Certified Professional: Java SE 11 Developer

💡 PROJECTS

FACE

- An explainable, automatic fact checker.
- Provides explanations in natural language for any detected entailment and contradiction between an input text and a trusted knowledge base.

Description Logic   OWLApi

Translator from propositional logic to Boolean ring arithmetic

- Builds a parse tree and replaces the operators based on the rules described in the article with DOI: 10.1080/07468342.2020.1698931

Python   SymPy   Logic

3D Chessboard and Piece recognition

- Detects a real chessboard on a digital image, classifies each piece, visualizes the state of the board in a standard 2D format.
- Worked in a team of two.

OpenCV   Tensorflow   C++
Image Processing

Energy Consumption Monitoring Platform

- A platform for monitoring the energy consumption of electronic devices.
- Distributed system with both synchronous and asynchronous communication

RabbitMQ   GRPC   Websocket   Rest
Angular   Spring Boot   Kotlin

Tatooine

- Presentation of a Star Wars inspired 3D scene using OpenGL
- Lightning, shadows, object and camera animation

OpenGL   Computer Graphics   C++

🏆 CONTESTS

- **ACM SEERC 2020, 2021:** participant
- **Google Hash code 2020:** My team was ranked in the top 5% (out of 1000+ teams)
- **Olympiad in Informatics 2018:** 2nd place at county level. Represented my county at the national level.

☜ SOFT SKILLS

Teaching:

- For 8 years I've been leading a **group of scouts**, regularly teaching them based on the scout methodology, and organizing events for them.
- In 2021 I was a teacher in a **computer science group** in my high school, where we had weekly lessons about algorithms, programming and technology.
- Completed the **first pedagogy module**.

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Language:

Hungarian, Romanian, German (A2/B1, DSD), English (C1, LCCI)

❤ INTERESTS

Interested in:

- Solving challenges and puzzles
- Engineering
- New technology
- Logic in AI

💻 TECHNOLOGY

Languages: Kotlin, Java, C, C++, Python, SQL
Frameworks: Spring Boot, Angular, Android
Tools: Linux, Docker, Maven, Gradle, Gitlab-CI