# Stefan Kapunac

■ stefankapunac@gmail.com 
 ■ StefanKapunac
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### **Basic information**

Date of birth: 08.01.1997.

Languages: Serbian (native), English (fluent), Spanish (basic), German (basic)

Area of interest: Machine learning, Optimization, Bioinformatics

Work experience

Faculty of Mathematics, University of Belgrade

Teaching Assistant

Belgrade, Serbia

Belgrade, Serbia

2020 -

Faculty of Mathematics, University of Belgrade

Junior Teaching Assistant

2019 – 2020.

**Education** 

Faculty of Mathematics, University of Belgrade Belgrade, Serbia

PhD studies - Informatics

2020 - Belgrade, Serbia

Faculty of Mathematics, University of Belgrade

Master's degree - Informatics

GPA: 9.71

Faculty of Mathematics, University of Belgrade

Bachelor's degree - Informatics

GPA: 9.80

Belgrade, Serbia

2015 - 2019.

2019 - 2020.

**Skills** 

Programming languages: Python, C++, C, Java, C#, Haskell, SQL, R, Scala, JavaScript, Matlab

Other: HTML, CSS, LATEX, Isabelle/HOL, KNIME, SPSS Modeler, Git, Docker

## **Projects**

WTDP Belgrade, Serbia

Research project

dec. 2021 - may. 2023.

- Variable Neighborhood Search for Weighted Total Domination Problem and Its Application in Social Network Information Spreading
- Implemented in Python (networkx)
- Published in Applied Soft Computing journal coauthored with Aleksandar Kartelj and Marko Djukanovic

#### Generative tabular

Belgrade, Serbia

Research project

feb. 2023 – jun. 2023.

- O Generative model for tabular data
- Implemented in Python (PyTorch)

#### Serbian sentence Bert

Research project

Belgrade, Serbia nov. 2022 – jan. 2023.

O Sentence transformer for Serbian language - English teacher model and Serbian student model

Implemented in Python (PyTorch)

Bioclustering

Belgrade, Serbia

aug. 2022 – nov. 2022.

- O Clustering and feature selection for DNA expression data
- Implemented in Python (scikit-learn)

Waterpolo VAR

Research project

Belgrade, Serbia

Research project

jun. 2022 - aug. 2022.

- O Waterpolo goal and assist detection YOLOv5 player and ball detection
- Implemented in Python (PyTorch, OpenCV)
- o Collaborated with The Institute for Artificial Intelligence Research and Development of Serbia

NAR RL
Research project
Belgrade, Serbia
mar. 2022 – aug. 2022.

- Neural algorithmic reasoning application to reinforcement learning
- Implemented in Python (JAX)

**Coronavirus**Research project
mar. 2021 – aug. 2021.

- Analysis of DNA repeats in SARS-CoV-2
- Implemented in Python (scikit-learn)

**ECG digitization**Master thesis
Belgrade, Serbia
feb. 2019 – sep. 2020.

- Digitization of scanned ECG images
- Implemented in Python (OpenCV)

PineappleBelgrade, SerbiaFaculty team projectaug. 2020 – sep. 2020.

- Multiplayer game platform based on microservices
- Implemented in C# (.NET) and JavaScript (Angular)

Monocular Depth EstimationBelgrade, SerbiaFaculty team projectaug. 2020 – sep. 2020.

- Estimation of depth from a single image
- Implemented in Python (PyTorch)

Word Sense Disambiguation

Faculty team project

Belgrade, Serbia

aug. 2020 – sep. 2020.

- Word sense disambiguation using PageRank
- Implemented in Python (NLTK)

Mouse RunBelgrade, SerbiaFaculty team projectfeb. 2019 – jun. 2019.

- NEAT algorithm for playing a game
- Implemented in C++ (Qt)

Flight Control

Faculty team project

Belgrade, Serbia

nov. 2018 – jan. 2019.

- Flight control simulation landing schedule optimization
- Implemented in C++ (Qt)

Projective Geometry

Belgrade, Serbia
Faculty individual project

nov. 2018 – jan. 2019.

- O Projective distortion removal from an image and 3d reconstruction from two images
- Implemented in C++ (Qt, Eigen)

## **Awards and competitions**

"Nedeljko Parezanović" award

Best graduate students of informatics

TADHack global hackathon

1st place globally and locally

Scholarship for exceptionally gifted students

Ministry of Education, Science and Technological Development

Belgrade, Serbia

2019.

Belgrade, Serbia

2014 – 2019.