

# Mihai Sorin Dobre

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## EDUCATION

*PhD, Informatics* 2013 – 2018  
Low-resource learning in complex games  
University of Edinburgh, UK  
Supervisors: Alex Lascarides, Subramanian Ramamoorthy

*BSc (Hons) Robotics with Artificial Intelligence (1st class)* 2009 – 2013  
University of Bradford, UK  
Final year project: Modelling a Hide and Seek Game under Uncertainty

## RESEARCH INTERESTS

- *Machine Learning*: Planning and Decision Making, Reinforcement Learning, Deep Neural Networks, Bayesian Methods
- Uncertainty and Risk Quantification
- Multi-agent Systems and Game Theory

## INDUSTRIAL EXPERIENCE

*Senior Research Scientist in Motion Planning and Prediction* May 2018 – present  
Five, UK

- Leading research in Interactive Prediction and Planning, with the focus on multi-agent planner for negotiating with other traffic participants and taking safe decision by minimising risk.
- Leading research in Hierarchical Planning, in particular on combining sampling-based planners with low-level trajectory generation methods.
- Research in Prediction, especially on Goal Recognition and integrating Prediction with Planning.
- Designed and lead the development of the planner for the vehicle stack for decision making in complex situations, e.g. merging in roundabouts and overtaking in high traffic scenarios.
- Developed an evaluation framework and metrics for assessing the performance of the planner, comparing it with other implementations and informing future development by highlighting current limitations.
- Designed and developed a driving simulator that has been used extensively for research in interactive planning or prediction, robust planning and integrating prediction with planning.
- Organising and leading the Motion Planning and Prediction reading group as well as being an active presenter.

*Software Developer on STAC project* Aug – Dec 2016 & Sep 2014 – Mar 2015  
University of Edinburgh, UK

- Collaborated with Toulouse and Heriot-Watt Universities on developing a rule-based agent for the Settlers of Catan game and applying machine learning methods to learn negotiations (e.g. Deep Q-learning, Random Forest).
- Developed an evaluation system for running competitions and assessing the models. Collected the data and analysing the results. Maintaining the Java source code.

- Developed product features and fixed issues in a large remote team spread across the globe.
- Designed and developed an alpha version of the WebSphere Application Server Liberty profile plug-in that can be deployed in the cloud using IBM Workload Deployer.
- Independently worked to create a testing framework and adapted the product's build infrastructure to support the new tests. Simultaneously wrote the documentation for it.

## PUBLICATIONS

- Stefano V. Albrecht, Cillian Brewitt, John Wilhelm, Balint Gyevnar, Francisco Eiras, Mihai Dobre, and Subramanian Ramamoorthy. Interpretable goal-based prediction and planning for autonomous driving. In *IEEE International Conference on Robotics and Automation (ICRA)*, Xi'an, China, 2021
- Cillian Brewitt, Stefano V. Albrecht, John Wilhelm, Francisco Eiras, Mihai Dobre, and Subramanian Ramamoorthy. Autonomous driving with interpretable goal recognition and monte carlo tree search. In *Interaction and Decision-Making in Autonomous-Driving Workshop (RSS)*, Oregon, USA, 2020
- Mihai Dobre and Alex Lascarides. Pomcp with human preferences in settlers of catan. In *Proceedings of the Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*, Edmonton, Canada, 2018
- Joachim Fainberg, Ben Krause, Mihai Dobre, Marco Damonte, Emmanuel Kahembwe, Daniel Duma, Bonnie L. Webber, and Federico Fancellu. Talking to myself: self-dialogues as data for conversational agents. *CoRR*, abs/1809.06641, 2018
- Ben Krause, Marco Damonte, Mihai Dobre, Daniel Duma, Joachim Fainberg, Federico Fancellu, Emmanuel Kahembwe, Jianpeng Cheng, and Bonnie L. Webber. Edina: Building an open domain socialbot with self-dialogues. *CoRR*, abs/1709.09816, 2017
- Mihai Dobre and Alex Lascarides. Combining a mixture of experts with transfer learning in complex games. In *AAAI Spring Symposium*, Palo Alto, California USA, 2017
- Simon Keizer, Markus Guhe, Heriberto Cuayahuitl, Ioannis Efstathiou, Klaus-Peter Engelbrecht, Mihai Dobre, Alex Lascarides, and Oliver Lemon. Evaluating persuasion strategies and deep reinforcement learning methods for negotiation dialogue agents. In *EACL*, Valencia, Spain, 2017
- Mihai Dobre and Alex Lascarides. Exploiting action categories in learning complex games. In *IEEE SAI Intelligent Systems Conference (IntelliSys)*, London, UK, 2017
- Mihai Dobre and Alex Lascarides. Online learning and mining human play in complex games. In *Proceedings of the IEEE Conference on Computational Intelligence in Games (CIG)*, Tainan, Taiwan, 2015

## AWARDS

- Best Student Paper Award for “Exploiting action categories in learning complex games”
- Best Overall Performance Award received for BSc degree (2013)

## PREVIOUS PROJECTS

- *Amazon Alexa Challenge 2017*: implemented a socialbot that is able to converse on popular topics. I was part of team Edina from University of Edinburgh.
- *Strategic Conversation (STAC)*: developed state-of-the-art models that combine linguistic theory, agent interaction and decision making.

## COMPUTING SKILLS

*Languages:* Python, C++, Java, SQL

*Scripting languages:* Unix Shell

*Version control:* Git, SVN

*Libraries and Frameworks:* Chainer, TensorFlow, Deeplearning4j, ROS

*Document preparation:* L<sup>A</sup>T<sub>E</sub>X

## TEACHING EXPERIENCE

*Teaching Assistant for Reasoning and Agents - level 2*

Jan – May 2016 & 2015

University of Edinburgh

- Developed courseworks on Situation Calculus and Planning in Prolog. Lectured over 100 students on the materials relevant to the coursework.
- Prepared materials and tutored groups of students. Provided help during labs with coursework development in Haskell and Prolog.

*Tutor for Reinforcement Learning - Master level*

Jan – May 2015 & 2014

University of Edinburgh

- Tutored groups of over 15 students and provided guidance on the curriculum as well as suggestions on relevant reading materials.
- Prepared Matlab scripts and visual demonstration of various tabular algorithms, e.g. Dynamic Programming, SARSA, Q-learning.

*Demonstrator for Software Development - level 1*

Sep 2012 – Apr 2013

University of Bradford

- Worked with senior lecturers to deliver the laboratory sessions' materials for 120 students. Prepared and verified each week's materials. Marked tests and exam papers.
- Guided students with queries through examples and further explanations of the material.

## OTHER INTERESTS

Tennis: competed on the ITF World Pro Circuits, at British Tour and University team levels.

## REFEREES

Available upon request.