

ROXANA-TEODORA RĂDULESCU

PERSONAL INFORMATION

email roxana@ai.vub.ac.be

GOAL

I would like to continue my studies on the current state-of-the-art in artificial intelligence and computer science, pushing forward the boundaries of the field. Additionally, I desire to find real world problems and apply my field expertise in order to solve them or improve current results. I think I could fulfil my aspirations by building a research career oriented towards real-world applications.

WORK EXPERIENCE

2015-present Ph.D. Researcher at VRIJE UNIVERSITEIT BRUSSEL, Brussels, Belgium
(<https://ai.vub.ac.be/members/roxana-radulescu>)

*Vrije Universiteit
Brussel*

I am involved in the Stable Multi-agent LEarnIng for neTworks (SMILE-IT) project, where my main focus area was Multi-agent Reinforcement Learning for coordination and congestion problems.

Courses: Techniques of Artificial Intelligence, Computational Game Theory

2012 Intern and junior programmer at AQUASOFT
(<http://www.aquasoft.ro/>)

AQUASoft

Internship followed by a part-time employment as a junior programmer. Worked with: Java, JSP, Android, RESTful Web Services using the agile software development method.

EDUCATION

2015 - present Vrije Universiteit Brussel, Belgium

PhD Student

Artificial Intelligence · Faculty: Science and Bio-engineering Sciences
Project: *Stable Multi-agent LEarnIng for neTworks (SMILE-IT)*
Description: <https://ai.vub.ac.be/smileit/>
Advisors: Prof. Dr. Ann NowÉ

2013 - 2015 Vrije Universiteit Brussel, Belgium

*Masters of Science
in Computer
Science*

GPA: 85% (Graduated with Highest Distinction) · *Artificial Intelligence*
· Faculty: Science and Bio-engineering Sciences

Thesis: *Simulating the Shift towards Semantic Gender in Dutch: A Multi-agent Language Game Approach*

Description: This thesis combines evolutionary linguistics with artificial intelligence methods in order to shed light on the aspect of agreement in a language. The chosen case study is the Flemish gender system, due to the present struggle between semantic and syntactic pronominal agreement. We build here an evolutionary language game through which we simulate possible mechanisms in order to perform the shift from the opaque syntactic system, to the new semantic one.

Advisors: Prof. Dr. Katrien BEULS & Assoc. Dr. Remi VAN TRIJP

2009 - 2013 University "Politehnica" of Bucharest, Romania

*Bachelor of Science
in Computer
Science*

GPA: 98% · *Information Engineering* · Faculty of Engineering in Foreign

Languages (English Stream)

Thesis: *Topic Classification in Social Media*

Description: This thesis compared various machine learning techniques applied on Romanian blogs, together with a new classifier based on information retrieval methods. The end result was a ranking of the chosen classifiers along with a database of key terms for future work on the topic and lastly a web application that allowed the end user to classify and obtain a percentage description of the topics of a chosen blog.

Remark: The work I did for this thesis was distilled into an article presented in 2014 at the 12th Symposium on Neural Network Applications in Electrical Engineering (NEUREL).

Advisor: Prof. Dr. Ionel-Bujorel PĂVĂLOIU

PUBLICATIONS

Modelling pronominal gender agreement in Dutch: From a syntactic to a semantic strategy

Rădulescu, R. and Beuls, K. Computational Construction Grammar and Constructional Change, *Belgian Journal of Linguistics* 30, December 2016.
Beuls, K. and van Trijp, R. (eds.).

Boosting the Renewable Energy Economy with NRGcoin

Mihaylov, M., Razo Zapata, I., Rădulescu, R. and Nowé, A. 2016 Proceedings of the 4th International Conference on ICT for Sustainability (ICT4S), p. 229-230, Atlantis Press.

Smart Grid Demonstration Platform for Renewable Energy Exchange

Mihaylov, M., Razo Zapata, I., Rădulescu, R., Jurado, S., Avellana, N. and Nowé, A. *Advances in Practical Applications of Scalable Multi-agent Systems. The PAAMS Collection*, pp. 277-280. Springer International Publishing, 2016.
Demazeau, Y., Ito, T., Bajo, J. and Escalona, M-J. (eds.).

Human Guided Ensemble Learning in StarCraft

Verstraeten, T., Rădulescu, R., Jadoul, Y., Jaspers, T., Conjaerts, R., Brys, T., Harutyunyan, A., Vrancx, P. and Nowé, A. 9 May 2016 Proceedings of ALA 2016. p. 99-105

A Multi-Agent Model Approach to Resemanticization in Pronominal Agreement in Dutch

Rădulescu, R. and Beuls, K. 18 Dec 2015 CLIN 26. Amsterdam: VU Amsterdam

Simulating the Shift towards Semantic Gender in Dutch: A Multi-agent Language Game Approach

Rădulescu, R. 2015 Proceedings of the 27th Benelux Conference on Artificial Intelligence (BNAIC 2015). Hasselt, Belgium

Topic classification in Romanian blogosphere

Vasile, A., Rădulescu, R., Păvăloiu, I-B. *Neural Network Applications in Electrical Engineering (NEUREL)*, 2014 12th Symposium on, pp. 131-134. IEEE, 2014.

AWARDS

IBM Demonstration Award (III) – Smart Grid Demonstration Platform for Renewable Energy Exchange (PAAMS'16)

PROGRAMMING LANGUAGES

<i>Main</i>	PYTHON, JAVA, LISP, PHP, HTML, CSS, JavaScript, SQL, JAVA for Android
<i>Secondary</i>	MATLAB, C#, C++, JQuery, JSP,

Others UML, Haskell, Scheme, Prolog

OTHER INFORMATION

*Other Skills and
Competences*

2006 - 2010 · School of Arts, Bucharest - Classical guitar

2006 · Certificate in Advanced English (CAE) – Grade: A

Languages

ROMANIAN · Mothertongue

ENGLISH · Proficient level

FRENCH · Intermediate level (conversationally fluent)

DUTCH · Basic (learning, currently simple words and phrases only)