

VALENTIN LUNGU

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313 Splaiul Independentei ◊ Bucharest, Romania 060042

EXPERIENCE

Laboratoire d'Informatique de Paris 6 (LIP6)

Researcher

June - September 2012

Paris, France

- During my internship at LIP6 I continued to develop the Newtonian Emotion System Theory by adding a personality filter, reducing the number of parameters and adding a system that allows emotion to be used as motivation for artificial characters. Developed and implemented a demo game for the theoretical model.

Romanian Association for Artificial Intelligence (ARIA)

Volunteer

2012 - present

Bucharest, Romania

- I currently manage and lead the ARIA Newsletter team with the goals of engaging and growing the ARIA community.
- Game Artificial Intelligence Hackathon mentor (ARIA Research Labs) *Developed an artificial intelligence framework for strategy computer games. This was used during the AI Research Labs Event by students in order to test and try game AI techniques within the game. Also guided and monitored students through the process.*

University POLITEHNICA of Bucharest

Teaching Assistant

2011 - present

Bucharest, Romania

- I currently teach the *Artificial Intelligence*, *Computer Graphics* and *Computer Architecture* laboratories.

Serious Games Institute (SGI)

AI Developer

April - September 2011

Coventry, United Kingdom

- I gained a lot of insight about artificial intelligence integration into serious games which has helped me design and develop a game AI and behavior framework to help test my theories. I have also gained valuable knowledge about the computer game design process and workflow.

AIMAS Winter Olympics

Developer

2010 - present

Bucharest, Romania

- Developed and implemented the graphical interface for the AIMAS-WO 2009 AI challenge, using C/C++, OpenGL and cg.
- Developed and implemented the management framework for the AIMAS-WO 2010 Ticket to Ride challenge, using C/C++, Java and client-server technology.
- Also accomplished minor managerial roles within the projects.

EDUCATION

University POLITEHNICA of Bucharest, Romania

Ph.D. in Artificial Intelligence

Thesis: *Artificial Emotion Simulation Techniques for Intelligent Virtual Characters*

2012

University POLITEHNICA of Bucharest, Romania

M.Sc. in Artificial Intelligence

Thesis: *Artificial Emotion Simulation Model for Virtual Characters*

2011

University POLITEHNICA of Bucharest, Romania

2009

B.Sc. in Computer Science & Engineering

Project: *Real Time Character Animation Methods*

George Cosbuc Bilingual Highschool, Bucharest, Romania

2004

Highschool degree

OTHER DEGREES

English for Speakers of Other Languages, University of Cambridge

2003

Level 2 Certificate in English

TECHNICAL STRENGTHS

Computer Languages	C, C++, C#, cg, Java, Python, LISP, Haskell, Scheme, Prolog, Javascript, PHP
Protocols & APIs	XML, JSON, OpenGL, OpenMP, MPICH, POSIX Thread, Socket API, JADE, SQL
Tools	TortoiseSVN, TortoiseGit, WampServer, Maya, 3D Studio Max, L ^A T _E X, Doxygen, Unity 3D Game Engine, Eclipse, Microsoft Visual Studio

OTHER SKILLS

Languages Romanian, English, French, German

SCOLARSHIPS

Ph.D. Scholarship 2009 - 2012

- Sectoral Operational Programme for Human Resources Development

PUBLICATIONS

Using Emotion as Motivation in the Newtonian Emotion System for Intelligent Virtual Characters submitted

V. Lungu and A. Baltoiu

- Buletin Universitatea POLITEHNICA Bucuresti, Bucharest, Romania

Newtonian Emotion System 2012

V. Lungu

- In *Proceedings of the 6th International Symposium on Intelligent Distributed Computing - IDC 2012*, Springer Series on Intelligent Distributed Computing, vol. VI, pages 307-315, Calabria, Italy

Artificial Emotion Simulation Model and Agent Architecture 2013

V. Lungu

- In *Advances in Intelligent Control Systems and Computer Science*, Springer Series in Advances in Intelligent Systems and Computing, vol. 187, pages 207-221

Using Particle Swarm Optimization for Particle Systems 2011

V. Lungu and A. Sofron

- In *The 18th International Conference on Control Systems and Computer Science*, vol. 2, pages 750-754, Bucharest, Romania

Artificial Emotion Simulation Model 2010

V. Lungu

- In *Agents for Complex Systems Workshop (ACSYS 2010)* held in conjunction with *7th Workshop on Agents for Complex Systems - SYNASC 2010*, Timisoara, Romania

Rule-based System for Emotional Decision-Making Agents

2009

V. Lungu

- In *Distributed Systems Conference*, Suceava, Romania

PROFESSIONAL MEMBERSHIPS

Romanian Association for Artificial Intelligence

2012

Institute of Electrical and Electronics Engineers Computer Society

2011

Artificial Intelligence and Multi Agent Systems Laboratory

2009

REFERENCES

prof.drd.ing. Adina Florea

UPB, ARIA

- thesis advisor, ARIA founder and board member, UPB professor

dr. Sylvester Arnab

SGI

- researcher and supervisor at Serious Games Institute

drd.ing. Andrei Ciortea

AIMAS, ARIA

- ARIA founder and board member, AI-MAS Winter Olympics CEO