

**Information** **Mihai Duguleană**

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**Work Experience**

October 2012 – Present

**Lecturer**

University Transilvania of Braşov, Braşov (Romania)

Artificial Intelligence, Robotics, computer vision, human-robot interaction, Virtual Reality, networking, databases (MS SQL).

May 2009 – September 2009

**Internship**

IIT - Istituto Italiano di Tecnologia, Genova (Italy)

Robotics, computer vision, Brain-Computer Interfaces (BCI).

June 2008 – July 2008

**Internship**

Raiffeisen Lujerului, Bucharest (Romania)

Finance, banks, operations.

June 2006 – August 2006

**Internship**

SIVECO, Bucharest (Romania)

Linux, networking.

June 2005 – August 2005

**Internship**

Societatea Electrica Transilvania, Braşov (Romania)

Linux, networking.

**Education**

October 2008 – September 2011

**Ph.D. "Learning mobile robots for movement and manipulation in industrial environments"**

University Transilvania of Braşov , Faculty of Product Design and Environment, Braşov (Romania)

October 2009 – May 2010

**International Master in "Virtual Reality with industrial applications"**

Scuola Superiore Sant'Anna, Pisa, Italia and University Transilvania of Braşov , Romania, Pisa/Braşov (Italia/Romania)

October 2008 – February 2010

**Master in "Systems and communication technologies"**

University Transilvania of Braşov , Faculty of Electrical Engineering and Computer Science, Braşov (Romania)

October 2005 – May 2008

### License in Economy

Academy of Economical Sciences, Faculty of Finance, Insurance, Banks and Stocks, Bucharest, Romania.

October 2003 – May 2008

### Licence in Engineering

University "Politehnica" of Bucharest, Faculty of Computer Science, Bucharest, Romania.

#### Abilities

Mother language Romanian

#### Foreign Languages

	Understanding		Speaking		Writing
	Listen	Read	Dialog	Expression	
English	C2	C2	C2	C2	C2
French	B1	B1	B1	B1	B1
Italian	A2	A2	A1	A1	A1
German	A2	A2	A2	A2	A2

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user  
[Common European Framework of Reference for Languages](#)

#### PC Knowledge

- Programming languages:
  - C, C++ (intermediary)
  - Swift, Objective-C (beginner)
  - Java (intermediary)
  - PHP (advanced)
  - HTML / CSS (advanced)
- Design and Simulation:
  - Matlab – Simulink (intermediary)
  - CATIA (intermediary)
  - VRML, VREP (advanced)
- Networking, Linux servers (intermediary)

#### Marketing

- PPC, affiliate marketing (advanced)
- SEO (advanced)
- Social media (advanced)

Driving license B

#### Additional information

##### Projects

- **EHHERITAGE** - <http://eheritage.org/>  
Research project funded by EU worth 1 mil EUR – HORIZON2020 – Project coordinator.
- **NAVIEYES** - <http://navieyes.unitbv.ro/>  
Research project funded by National Ministry of Education, no. 240 from 01/07/2014 (PN-II-PT-PCCA-2013-4-2023) – Technical director.

- **ROBOCORE** - <http://www.cester.utcluj.ro/robocore/>  
Research project funded by National Ministry of Education, no. 247 (PN-II-PT-PCCA-2013-4-0647)  
– member.
- **SPINE** - <http://www.cester.utcluj.ro/robocore/>  
Research project funded by National Ministry of Education, no. 227 (PN-II-PT-PCCA-2013-4-1596)  
– member.

## Articles

- **Duguleană, M.**, Barbuceanu, F., Teirelbar, A.; Mogan, G.: “Obstacle avoidance of redundant manipulators using neural networks based reinforcement learning”, Journal of Robotics and Computer Integrated Manufacturing, USA, 2012.
- **Duguleană, M.**; Bărbuceanu, F.; Mogan, G.: “Evaluating Human-Robot Interaction during a Manipulation Experiment Conducted in Immersive Virtual Reality”, HCI’11 Conference, vol. 13, pag. 164-173, Orlando, USA, 2011.
- Bărbuceanu, F.; Csaba, A.; **Duguleană, M.**; Zoltan, R.: “Attentive User Interface for Interaction within Virtual Reality Environments Based on Gaze Analysis”, HCI’11 Conference, vol. 2, pag. 204-213, Orlando, USA, 2011.
- **Duguleană, M.**, Adrian Nedelcu, and Florin Bărbuceanu. "Measuring Eye Gaze Convergent Distance within Immersive Virtual Environments." Procedia Engineering 69 (2014): 333-339.
- **Duguleană, M.**, Barbuceanu, F.G., “Designing of Virtual Reality Environments for Mobile Robots Programming”, Solid State Phenomena, vol. 166-167, pag. 185-190, 2010.
- **Duguleană, M.**, Mogan, G.: “Aspects Concerning A Mobile Robot Cognitive System”, Buletinul Universității Transilvania din Brașov, vol. 1(50), pag. 129-134, România, 2008.
- **Duguleană, M.**: „Learning Mobile Robots”, Buletinul Universității Transilvania din Brașov, vol. 2(51), pag. 55-60, România, 2009.
- **Duguleană, M.**: “Towards Development Of Brain-Computer-Based Human-Robot Interaction”, DAAAM 2009 Conference, Viena, Austria, 2009.
- **Duguleană, M.**, Mogan, G.: “Using Eye Blinking in an EOG-Based Human-Robot Interaction”, DoCEIS’10 Conference, pag. 343-350, Lisabona, Portugalia, 2010.
- Postelnicu, C.; Gîrbacia, F.; **Duguleană, M.**; Talabă, D.: “EOG-Based Teleoperation of a Mobile Robot”, ICFCC 2011 Conference, Iași, România, 2011.