

# Alin-Ionut POPA

## PERSONAL DATA

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PLACE AND DATE OF BIRTH: Ploiesti, Romania | 22 December 1988  
ADDRESS: 36 Bucegi Street, Negoiesti, Prahova, Romania  
PHONE: +40 720 105594  
EMAIL: [alinionut.popa@gmail.com](mailto:alinionut.popa@gmail.com)

## WORK EXPERIENCE

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Current	Research Assistant/PhD Student at INSTITUTE OF MATHEMATICS OF THE ROMANIAN ACADEMY, Bucharest
SEP 2012	<p>My responsibility is to perform research in the areas of machine learning and computer vision. I investigate the challenge of human sensing (figure-ground segmentation, 2D/3D pose estimation) from natural environments using monocular (RGB) data (images or videos). My areas of research interests include topics such as:</p> <ul style="list-style-type: none"><li>• deep learning</li><li>• generative adversarial networks</li><li>• autoencoders</li><li>• semi-supervised learning</li><li>• 2D/3D human pose estimation</li><li>• graphical models (CRF, MRF)</li></ul>
APR-AUG 2012	<p>Software Developer at MIND TREAT STUDIOS, Bucharest</p> <p>Project based collaboration which involved building a 3D avatar model world (football supporters) with human – computer interaction based on Microsoft Kinect and smart-phone(Android &amp; iOS). I worked in a team of 2 and we were responsible for:</p> <ul style="list-style-type: none"><li>• developing a C# library for gesture recognition which involves Microsoft Kinect SDK</li><li>• the detection of the hand which held the phone</li><li>• the mapping of the 3D objects on the avatar model according to the data received from you skeleton.</li></ul>
FEB-JUNE 2012	<p>Teaching Assistant at UNIVERSITY OF BUCHAREST</p> <p>The position implied teaching object orientated programming from a practical perspective (lab sessions) for first year students at Faculty of Mathematics and Computer Science. I illustrated and taught object oriented programming paradigm concepts by using the C++ language.</p>
SEP-DEC 2011	<p>Research Intern at BIOINFORMATICS INSTITUTE A*STAR, Singapore</p> <p>The work involved building a C++ library for hand gestures recognition which were performed by using a Microsoft Kinect device. Support Vector Machine model was used as a machine learner model for the project work and the following libraries were also used: OpenGL, openCV, openNI.</p>

## EDUCATION

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SEP 2011 Master of Science in ADVANCED COMPUTING, **Imperial College London**  
HONORS: *Distinction*  
JULY 2010 Undergraduate Degree in COMPUTER SCIENCE **University of Bucharest**  
GPA: 9.56/10.00

## HONORS AND AWARDS

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- OCT 2014 NVIDIA ACADEMIC GPU GRANT : Donation of (1) Titan Black from NVIDIA corporation to support my research.
- DEC 2013 INTEL ACCELERATE YOUR CODE RANK #29 (OVER MORE THAN 220) : International parallel programming contest
- AUG 2011 OPEN HORIZONS SCHOLARSHIP for my MSc studies from Dinu Patriciu Foundation

## PUBLICATIONS

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- A. Zanfir, E. Marinoiu, M. Zanfir, A.-I. Popa and C. Sminchisescu. Deep Network for the Integrated 3D Sensing of Multiple People in Natural Images. In NIPS 2018, *Montreal, Canada*
- M. Zanfir, A.-I. Popa, A. Zanfir and C. Sminchisescu. Human Appearance Transfer. In CVPR 2018, *Salt Lake City, USA*
- A.-I. Popa, M. Zanfir and C. Sminchisescu. Deep Multitask Architecture for Integrated 2D and 3D Human Sensing. In CVPR 2017, *Honolulu, USA*
- C. Ionescu, A.-I. Popa and C. Sminchisescu. Large-scale data-dependent kernel approximation. In AISTATS 2017, *Fort Lauderdale, USA*
- A.-I. Popa and C. Sminchisescu. Parametric Image Segmentation of Humans with Structural Shape Priors. In ACCV 2016, *Taipei, Taiwan*

## PROFESSIONAL SERVICE

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- Reviewer on annual basis for IEEE CVPR, ICCV, ECCV, NIPS, ACCV
- Workshop Challenge Organizer, [Posetrack - 3D Human Pose Estimation Challenge](#), ECCV 2018, *Munich, Germany*

## FIELD OF SPECIALIZATION

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Machine Learning, Computer Vision, Pattern Recognition, Deep Learning

## TECHNOLOGY SKILLS

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Matlab, Python, Caffe, TensorFlow, OpenCV, Latex, C++, CUDA

## INTERESTS AND ACTIVITIES

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Technology, Economy, History  
Cooking, Fishing

12.10.2018



# LISTĂ DE PUBLICAȚII ALIN-IONUȚ POPA

- A. Zanfir, E. Marinoiu, M. Zanfir, A.-I. Popa and C. Sminchisescu. Deep Network for the Integrated 3D Sensing of Multiple People in Natural Images. In NIPS 2018, *Montreal, Canada*
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