



Imre Gergely Mali

● DESPRE MINE

Aici puteți să vă descrieți pe scurt...

● EXPERIENȚA PROFESIONALĂ

SENIOR SOFTWARE ENGINEER – MICROSOFT CORPORATION – 01/10/2024 – În curs – CLUJ-NAPOCA, ROMÂNIA

Site de internet: <https://www.microsoft.com/>

- lead and participated in software projects related to Azure Cloud Compute
- coached juniors, held learning sessions
- participated in design and architecture discussions

FULL STACK SOFTWARE ENGINEER – SECTOR LABS SRL – 04/11/2019 – 07/10/2024 – CLUJ-NAPOCA, ROMÂNIA

- development and maintenance of mobile apps and web platforms for real estate and e-commerce
- design and implementation of a collaborative and versionable static data management system
- onboarding junior members

SOFTWARE DEVELOPER INTERN IN COMPUTER VISION – SECTOR LABS SRL – 01/08/2019 – 01/10/2019 – CLUJ-NAPOCA, ROMÂNIA

- development of an automatic lens and perspective correction system for real-estate images

SOFTWARE ENGINEERING INTERN – EVOZON SRL – 01/07/2019 – 01/08/2019 – CLUJ-NAPOCA, ROMÂNIA

- development of an e-commerce platform in a team of eight

SOFTWARE ENGINEERING INTERN – CATALYSTS GMBH – 16/07/2018 – 28/09/2018 – LINZ, AUSTRIA

- development of a notification system for the biggest car sales platform in Europe

● EDUCAȚIE ȘI FORMARE PROFESIONALĂ

10/2021 – ÎN CURS Cluj-Napoca, România

PHD IN COMPUTER SCIENCE Universitatea Babeș-Bolyai

10/2019 – 07/2021 Cluj-Napoca, România

MASTER'S IN HIGH PERFORMANCE COMPUTING AND BIG DATA ANALYTICS Universitatea Babeș-Bolyai

10/2016 – 07/2019 Cluj-Napoca, România

BACHELOR'S OF COMPUTER SCIENCE Universitatea Babeș-Bolyai

09/2012 – 07/2016 Satu Mare, România

HIGH SCHOOL DEGREE Kölcsey Ferenc Főgimnázium

● **COMPETENȚE LINGVISTICE**

Limbă(i) maternă(e): **MAGHIARĂ**
Altă limbă (Alte limbi):

	COMPREHENSIUNE		VORBIT		SCRIS
	Comprehensiune orală	Citit	Producerea de mesaje orale	Conversație	
ENGLEZĂ	C2	C2	C2	C2	C2
ROMÂNĂ	C1	C1	C1	C1	C1
SPANIOLĂ	B2	B2	B2	B2	B2
GERMANĂ	B1	B1	B1	B1	B1

Niveluri: A1 și A2 Utilizator de bază B1 și B2 Utilizator independent C1 și C2 Utilizator experimentat

● **PUBLICAȚII**

2022
[**Finding Cooperation in the N-Player Iterated Prisoner's Dilemma with Deep Reinforcement Learning Over Dynamic Complex Networks**](#)

Mali Imre Gergely, 2022, Elsevier

2023
[**Policy-Based Reinforcement Learning in the Generalized Rock-Paper-Scissors Game**](#)

Mali Imre Gergely, Gabriela Czibula, 2023, ESANN

Multi-Agent Deep Reinforcement Learning for Collaborative Task Scheduling

Mali Imre Gergely, 2024, The 16th International Conference on Agents and Artificial Intelligence (ICAART 2024), pp. 1076–1083

A sequence-modeling approach to cooperation in Public Goods Games via Multi-Agent Transformers

Mali Imre Gergely, 2025, 29th International Conference on Knowledge-Based and Intelligent Information & Engineering Systems (KES 2025) pp. 3708–3717

Self-Play Meta-Reinforcement Learning in Multi-Agent Games

Mali Imre Gergely, 2026, Acta Universitatis Sapientiae, 18 (5), 2026, pp. 1–17

● **DISTINCȚII ONORIFICE ȘI PREMII**

Honorable Mention at the Hungarian International Mathematics Competition

2015

Honorable Mention at the Hungarian Mathematics Competition in Transylvania

2015, 2016

2019
Graduation Day Bitdefender Prize for Bachelor's Thesis

- **SUMMER SCHOOLS, PROJECTS**

26/06/2023 – 05/07/2023

Reinforcement Learning Summer School

Barcelona, Spain

10/07/2023 – 15/07/2023

Eastern European Machine Learning Summer School

Kosice, Slovakia

Nordic Probabilistic AI School

Copenhagen, Denmark

Multi-Agent Reinforcement Learning Summer School

EPFL/ETH, Lausanne, Switzerland

Mediterranean Machine Learning Summer School

Milan, Italy

01/11/2023 – 07/12/2023

CodeRun Competition Organizer

representing UBB, challenge creator for a contest in collaboration with the Technical University of Cluj