PERSONAL INFORMATION

Mihoc Tudor Dan

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Nationality Romanian

WORK EXPERIENCE

1 Oct 2017–Present

Lecturer

Babeș Bolyai University, Cluj Napoca (România)

- I conduct classes, seminars, and laboratories in *Artificial Intelligence*, *Computer Graphics*, and *Quantum Computing* (emphasising applications in Cryptography and Machine Learning).
- I mentor undergraduate and postgraduate students in developing and defending their graduation projects (over 300 bachelor and master theses).
- I am a member of the *Center for the Study of Complexity* at Babeș Bolyai University.

1 Oct 2012–30 Sep 2017

Teacher Assistant

Babeș Bolyai University, Cluj Napoca (România)

- I facilitated interactive laboratories and seminars across diverse subjects, including *Software Verification and Validation*, *Databases*, and *Artificial Intelligence*.
- I provided personalised guidance to bachelor-level students in writing and presenting their final papers.
- I mentored student groups in conceptualising and executing group projects.
- I conducted research as a member of the Center for the Study of Complexity at Babeș Bolyai University.

1 Sep 2000–31 Dec 2008

Teacher of Mathematics and Information Technology

School Inspectorate for the Cluj County, Cluj Napoca (România)

- I instructed mathematics and computer science.
- I developed comprehensive teaching materials tailored to undergraduate levels.
- I proposed problems for local and national school competitions.
- I conceived effective teaching plans and lessons aligned with Romanian national curricula.

RESEARCH INTERESTS

Human-computer interaction	with applications in education and medical healthcare.
Classifications	general studies.
Quantum computations	quantum communication, quantum computing, postquantum cryptography.
Natural Computing	evolutionary algorithms with applications in economics.
Game Theory	with applications in economics and biology.

GRANTS AND PUBLICATIONS

Grants

- **Director**, 2024–2025, in Grant 101091562 - DIGITAL - 2021 - QCI - 01-RoNaQCI, *Romanian National Quantum Communication Infrastructure*, funded from structural funds by the European Commission.
- **Director**, 2024–2025, in Grant PN-IV-P8-8.2-EUD-2024-0023, funded by the Romanian government through UEFISCDI (the romanian authority for funding the universities research, innovation, and infrastructure).
- **Member**, 2024-2026, in Grant DIGITAL-2022-SKILLS-03-nr. 101123118, funded by European Commission.
- **Member**, 2022, in Grant POCA/831/1/2/140086, funded by the Romanian government through UEFISCDI.
- **Key exper**t, 2021–2023, in Grant PN-III-P4-ID-PCE-2020-2360, *New models for classification based on Game Theory and computational intelligence*, with applications in economics, funded by the Romanian government.
- **Key expert**, 2015–2017, in Grant PN-II-RU-TE-2014-4-2332, *Community structure and diffusion in social and economic networks*, funded by the Romanian government through UEFISCDI.
- **Key Expert**, 2015–2017, in Grant PN-II-RU-TE-2014-4-2560, *Equilibria concepts in economic games. New models in static and dynamic settings*, funded by the Romanian government through UEFISCDI .
- **Key Expert**, 2012–2016, In Grant PN-II-PT-PCCA-2011-3.1-0682, *Open School for Academic Self-Improvement. Research, Academic Writing and Career Management*, funded by the Romanian government through UEFISCDI.
- **Member**, 2009–2010, in Grant ID508 *New Computational Paradigmas for Dynamic Complex Problems*, funded by the Ministry of Education and Research from Romania.
- **Member**, 2009–2010, in Grant PN-II, *New Natural Computing Models in the Study of Complexity and for Solving Complex Problems*, funded by the Ministry of Education and Research from Romania.
- **Member**, 2007-2010, in Grant PC 11-028/2007, *NatComp* (Natural Computing), funded by Romanian government.
- **Member**, 2006–2008, in Grant CNCSIS tip A cod 1348, *Mathematical models and associated numerical algorithms for ideal and viscous fluid motions with a free surface*, funded by the World Bank

Publications

The following links provide a list of publications:

Link to my personal page https://www.cs.ubbcluj.ro/~mihoct/research.html

Link to Google Scholar https://scholar.google.com/citations?user=7QdxgRMAAAAJ&hl=en&oi=ao

EDUCATION AND TRAINING

1 Oct 2008–30 Sep 2011

PhD in Computer Science

Babeș Bolyai University, Cluj-Napoca (România)

- title: Detecting Equilibria in Game Theory—Evolutionary Approach
- advisor: Prof. D. Dumitrescu.
- Contributions on methods for detecting good approximations of games' equilibria.

1 Oct. 2002–14 June 2003

Master's Degree: Mathematical Models in Mechanics and Astronomy

Babeș Bolyai University, Cluj-Napoca (România)

1 Oct. 2002–14 June 2004

Applied Information Science and Programming—Post-University Academic Studies

Technical University, Cluj-Napoca (Romania)

1 Oct 1996–14 Feb 2000

Bachelor's degree in Mathematics

Babeș Bolyai University, Cluj-Napoca (Romania)

KNOWN LANGUAGES

Mother tongue(s): Romanian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C1
French	A2	B1	A2	A2	A2

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
Common European Framework of Reference for Languages