Miroslav Vitkov

Curriculum Vitae

TECHNICAL SKILLS

- * C++14 under procedural, object oriented or functional paradigm
- * **C11** for μ C or ARM applications
- * tools such as git, gitolite, cmake, teamcity, valgrind, clang-tidy, objdump

MINOR

- * **python** for ML applications
 - * bash, the LFHS, standard utilities, security configuration and evaluation, unix sockets
 - * ŁTFX
- * basic electrical engineering read a schematic, reason about it, use an oscilloscope, desing a filter

- Misc * haskell below junior level
 - * regex for capture groups
 - * Autodesk inventor design a simple gearbox and simulate it
 - * matlab programming, SimuLink modelling
 - * R for ggplot2
 - * avr-asm

COMMUNICATION SKILLS

Bulgarian C2: Native speaker

ENGLISH C2: Fluent (Cambridge CPE)

GERMAN A1: Basic

Sofia, Bulgaria

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EDUCATION

2017 - 2019 Machine Learning Scien-

tist - dropped

COGNITIVE SYSTEMS: LANGUAGE, LEARNING AND REASONING University of Potsdam, Ger-

many

Industrial Engineer 2007 - 2016

BACHELOR THESIS:

MULTITASKING AUTOTUNING PID CONTROLLER IN HEAT TRANSFER APPLICATION

Technical University of Sofia

Psysicist - dropped 2008 - 2010

> Sofia University Kliment

Ohridski

2003 - 2007Communications techni-

cian

HIGH SCHOOL DIPLOMA Technical School of Communications, Sofia

PROJECTS ON GITHUB

C++ face

Use OpenCV Haar cascades to identify persons.

C++ rocks

Multiclass classification. Uses dlib.

C++ silhouette

Human silhouette extraction using HOG descriptor, SVM classifier and adaptive background tresholding.

C micli

MIcro CLImate controller, an autotuning PID regulator.

C megaboot

Simple atmega 168 bootloader.

C cgetset

Generate getter/setter methods. Self-contained.

PYTHON rat

Encrypted chat infrastructure.

PYTHON rtplot

Realtime temperature plotting utility.

PYTHON gender

Guess the gender of the author of a short paragraph.

BASH scripts

Utilities for everyday use.

HASKELL voiceid

Identify diferent persons via speech.

LATEX rpg

A role-playing game.

INVENTOR gearbox

Gearbox calculation and technical drawings.

WORK EXPERIENCE

FEB 2020 - JUL 2020

Smule

C++ Android algorithms

- Revive a legacy codebase (2000 line functions, zero documentation, no authors) but of significant business and engineering importance.
- Segment words from audio stream.
- Remain productive despite endless meetings.
- Write simple tools in python to parse logs and source code.
- Investigate crashes on Android devices.

JAN 2016 - SEP 2017

Euro Games Technology

C++ embedded linux

- Maintain the layer just below Business Logic. Essentially encapsulate SDL2, OpenGL, linux files, IPC, devices and network as to provide an API to internal clients.
- Bill accepting device user-space driver implementation from scratch.
- Script Gitolite hooks and commutnicate their purpose to the other teams.
- Animate custom fonts, draw values based on network updates.

20 May 2013 - 21 Mar 2015

Antelope Audio

C++ ARM bare metal

- Implement a reverb in C++ on bare metal ARM.
- Design a GUI communicating with the device using pyQt.
- Implement dynamic biquad filter coefficient update as to respond to the user turning a knob
- The filter representations in z-domain are combined to yield a frequency response graph.
- Develop UAB2 Audio mode firmware for bare metal ARM.
- JTAG-and-scope debugging.

FEB 2013 - MAY 2013

Johnson Controls

C embedded

Boolean algebra, concurrency, unit tests and documentation.

MM Solutions

C++ Android algorithms

Developed and implemented image stabilization for Android videos. The use of the onboard gyroscope in the feedback loop was novel at the time, allowing unparalleled performance in real-time video capture. Adittionally SIFT features were used for training and for drift correction. All rotations were expressed in quaternions.