

Shreyas Vinod

ul. Żeromskiego 1/133
01-887 Warszawa, PL

servertech [github](#)
+48 570 898 920 [phone](#)
<https://shreyasvinod.me> [web](#)
shreyas@shreyasvinod.me [email](#)

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| SYNOPSIS | I revere the indefinite complexity of the universe and the human mind. I am on a quest to understand neural networks and their silicon counterparts and an inquisitive passion for engineering and robotics and a strong admiration for the field of Computer Science as a whole. Understanding what gravity does is uninteresting. Why – on the other hand, must be beautiful. | | |
| ACADEMIA | Politechnika Warszawska , Warsaw, PL | 2015 – present | |
| | <i>B.Sc., Computer Science year 1 GPA: 4.4/5.0</i> | | |
| PROGRAMMING | C/C++ (<i>preferred: several ten thousand lines</i>); Python; Verilog; Java | | |
| NOTEWORTHY PROJECTS | Elise <i>control automation for ROVs and multirotors on embedded platforms</i> | ongoing | |
| | <ul style="list-style-type: none">Designed for AHTI, an underwater ROV.Scalable and adaptable to multirotors and related platforms.Multithreading capable to maximise performance of embedded platforms.Handles a plethora of sensors, including inertial measurement for PID control.Self-stabilisation and movement algorithms.Integral displacement calculation. | | |
| | Cortex <i>fast and lightweight bitboard UCI chess engine in C++</i> | December 2014 | |
| | <ul style="list-style-type: none">Minimax with alpha-beta pruning and quiescence search.Uses processor-native 64-bit integers, or 'bitboards'.GCC's low level pre-built functions: incredibly fast move generation.Search efficiency using heuristics such as MVV-LVA and null move pruning.Zobrist hashing and transposition tables for efficient search.Simple, but effective static evaluation for roughly 2000 elo.Universal Chess Interface (UCI) GUI protocol supported.Intended to be upgraded to self-learning using dynamic evaluation. | | |
| | Neptune <i>16-bit custom RISC architecture microprocessor in Verilog</i> | October 2013 | |
| | <ul style="list-style-type: none">Originally designed on a Xilinx Spartan 6 FPGA.Microcoded by hand atop a custom MIPS-like architecture.Handmade serial display segments with custom protocols.Human-readable instruction set.Intended to teach introductory assembly to fellow students. | | |
| NOTEWORTHY MISCELLANEOUS | MATE Underwater Robotics Competition , Long Beach, CA, US | upcoming | |
| | <ul style="list-style-type: none">Team member of the Students Underwater Robotics Association.Responsible for control software, electronics and automation.PID control from inertial measurement.Custom-built PCBs for power and sensors.Responsible for ROV control during the competition. | | |
| | An Introduction to Interactive Programming in Python | November 2014 | |
| | <i>Rice University on Coursera, 100%</i> | | |
| INTERESTS | Artificial Intelligence; machine learning; behavioural psychology; philosophy; chess; writing; algorithmic, mathematical thinking; and curiosity with a passion | | |

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| PROFESSIONAL | Freelance writing <i>as a hobby</i> <i>2013 – 2014</i> HostUS <i>web-hosting services</i> <i>2012</i> <i>Systems Administrator</i> <ul style="list-style-type: none"> • Systems administration during the company’s genesis. |
| FEATURED BLOG POSTS | Human Behavioural Psychology and the Social Construct The Egocentric Predicament: The Bad and the Atrocious |
| LINGUISTICS | International English Language Testing System (IELTS) <i>November 2014</i> <i>Reading: 9.0 Listening: 9.0 Writing: 7.5 Speaking: 8.5 Overall: 8.5</i> <i>Others: Hindi; Malayalam; and Marathi</i> |
| LINKS | LinkedIn <i>shreyasvinod</i> |
| PERSONAL | Born <i>19th December, circa. 1997</i> Nationality <i>Indian</i> |