

Shreyas Vinod

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SYNOPSIS	I revere the indefinite complexity of the universe and the human mind. I have a quest – to understand neural networks and their silicon counterparts and a never-ending curiosity and passion for engineering and robotics and a strong admiration for the field of Computer Science. 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.Uses processor-native 64-bit integers, or 'bitboards'.GCC's low level assembly: incredibly fast move generation.Move search efficiency using simple heuristics such as MVV-LVA.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		

PROFESSIONAL	Freelance writing <i>as a hobby</i> HostUS <i>web-hosting services</i> <i>Systems Administrator</i> <ul style="list-style-type: none"> • Systems administration during the company's genesis. 	<i>2013 – 2014</i> <i>2012</i>
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>Reading: 9.0 Listening: 9.0 Writing: 7.5 Speaking: 8.5 Overall: 8.5</i> <i>Others: Hindi; Malayalam; and Marathi</i>	<i>November 2014</i>
LINKS	LinkedIn <i>shreyasvinod</i>	
PERSONAL	Born <i>19 December, circa. 1997</i> Nationality <i>Indian</i>	