Giorgos Vyronos

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Education

MEng Electronic and Information Engineering   Sep 2019 - June 2023
Imperial College London   _London, UK_
- Expected Graduation Class: Second Class Upper Division (2:1)
- Year 4 Modules: Self-Organising Multi-Agent Systems, Hardware and Software Verification, Program Analysis, Deep Learning, Cryptography Engineering, Principles in Distributed Ledgers.
- Final Year Project: A new OS design for highly concurrent applications

Experience

System Development Engineer Intern | _Python_   Apr 2022 - Sep 2022
Amazon.com   _Dublin, Ireland_
- Member of the Intelligent Cloud Hosting Rendering Experience Team (ICON/IRX).
- Developed an automated auditing process to assess the compatibility of cloud environments using the x86 platform to the Arm-based Graviton platform.

Summer Internship Program | _Java, XML_   Jul 2020 - Aug 2020
SignalGeneriX Ltd   _Limassol, Cyprus_
- Focused on performing research on Image Recognition and on deploying a system for identifying and logging a citizen's temperature under COVID-19.
- Conducted first steps in developing an app for Image Processing and Recognition purposes (using Android Studio, Java and XML).

Projects

ISSIE Extension | _F#, JavaScript, Electron_   Jan 2022 — Mar 2022
- Developed in a group of 4, extended features for the university-led digital circuit design and simulation application, ISSIE.
- Features included the ability for custom digital components to be drawn, moved, connected and rotated.
- Additional implementation included the design of a "properties" section, for renaming and remapping of component ports.

Custom FPGA SoC Design | _SystemVerilog, Intel Quartus Prime_   Jan 2022 — Mar 2022
- Developed in a group of 2, a digital system design using Intel Quartus Prime to accelerate an application (arithmetic expression calculation) through reconfiguring the hardware of an FPGA.
- Designed a NIOS II processor on an FPGA using on-chip RAM and external memory.
- Extended design to provide support for floating point operations through software emulating blocks and through custom IP hardware blocks to be used as dedicated hardware blocks to compute the target expression.

IoT Microcontroller Game | _Eclipse, Intel Quartus Prime_   Feb 2021 — Mar 2021
- Developed in a group of 6, a multiplayer racing game hosted on a server with multiple local FPGAs (DE10-lite) as nodes. The server was designed using NodeJS and Express.
- Steering data from the on-board accelerometer were locally processed and communicated to the server from each node. The data processing was designed using Eclipse. Server communication was established through Python and the Nios-II terminal.
- Information was then communicated back to each node to display current position on FPGA LEDs.

Leadership and Awards

Artillery Corporal   Jul 2018 — Sep 2019
Cyprus National Guard   _Limassol, Cyprus_
- Managed strategic and confidential information for the 195th Anti-Aircraft Artillery Battalion (195 MEA/AP) personnel office during my military service.
- Completed tactical training as an Assistant Operator of the OTHELLO anti-aircraft gunnery system.

Technical Skills

Programming Languages	Developer Tools	Technologies/Frameworks
Python • Swift • C\C++ • F# • JavaScript • VHDL • SystemVerilog • GoLang • HTML/CSS • Solidity	VS Code • Git • Eclipse • Intel Quartus Prime • Xcode • Jetbrains IntelliJ • Neovim	Linux • MacOS • GitHub • MongoDB • LaTeX • MatLab • Electron