

Giorgos Vyronos

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Python • C/C++ • GoLang • F#

🖱️ giorgosvyronos.github.io

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, Mathematics for Machine Learning, Deep Learning, System Performance Engineering, Distributed Algorithms
- Final Year Project:

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

Python • Swift • C/C++ • F# •
JavaScript • VHDL • SystemVerilog
• GoLang • HTML/CSS

Developer Tools

VS Code • Git • Eclipse • Intel
Quartus Prime • Xcode • JetBrains
IntelliJ

Technologies/Frameworks

Linux • MacOS • GitHub • Mon-
goDB • LaTeX • MatLab • Electron