

Petr Houška

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EDUCATION

MSC. IN COMPUTER SCIENCE

Charles University | Prague

Sep 2017 - Feb 2021

Artificial Intelligence/Machine learning

GPA: 1.06 (1-4 | 1 is best)

MSc. thesis: @Projects

BSC. IN COMPUTER SCIENCE

Charles University | Prague

Sep 2014 - Sep 2017

General computer science

GPA: 1.15 (1-4 | 1 is best)

BSc. thesis: @iolevel

LINKS

Github:// [petrroll](#)

LinkedIn:// [houskape](#)

Website:// [petrroll.cz](#)

Devblog:// [devblog.petrroll.cz](#)

Email:// [houskape@gmail.com](#)

SKILLS

KNOWLEDGEABLE

C# • Python • MSIL

PROFICIENT

C • TypeScript • Go • TensorFlow

FAMILIAR

C++ • x86 Assembler • Java • CUDA
• PHP • F# • SQL • Haskell • Prolog
• TypeScript • Bash

TECHNOLOGIES USED

DPDK • MPI • Aurelia • prestoSQL
• Thrift • Roslyn platform • Unity •
Docker • K8s • ...

COMPUTER SCIENCE

Approximation algos • ML • Deep
learning • Linear algebra • Software
architecture • Parallel programming
• λ -calculus • Logic programming •
Evolutionary algos • Linear
programming • Computers and
Cognitive Sciences • ...

LANGUAGES

Czech - Native proficiency

English - Full professional proficiency

German - Elementary proficiency

HOBBIES

Hiking • Cycling • Curling • Social
sciences • Theatre

EXPERIENCE

MICROSOFT | SOFTWARE ENGINEER

Dec 2020 - now | Prague, Czechia

- Asynchronous service for delivering messages from cloud to clients.
- Service (.NET), clients integration (Cpp + wrappers), DevOps (K8s, ...).

CTM - CENTER FOR TALENTED MINDS | INSTRUCTOR

Sep 2020 - now | Prague, Czechia

- Online programming course mentor for high-school children.

UBER | SOFTWARE ENGINEER INTERN

Nov 2019 - Feb 2020 | Aarhus, Denmark

- Insight into ops. metrics: data visualisation, investigation, etc.
- Research into vertical scaling of container based services.

MICROSOFT | SOFTWARE ENGINEER INTERN

July - Sep 2019 | Redmond, USA

- DevDiv: Developer tools for managed languages.
- UX & architecture sol. for discoverability issues of Roslyn refactorings.

July - Sep 2018 | Redmond, USA

- Design & impl. of a feature within DPDK based C app.
- Development of socket IPC between C and .NetCore apps (Thrift).

IOLEVEL | PART TIME SOFTWARE DEVELOPER

Mar 2017 - Jun 2018 | Prague

- Development of Peachpie compiler platform (PHP to .NET compiler).
- Github:// [peachpiecompiler/peachpie](#) | Website:// [peachpie.io](#)
- Design & impl. of lowering generator methods as part of bachelor thesis.
- Thesis text Github:// [petrroll/bachelor-thesis](#)

PROJECTS

DL ARCHS. FOR ANALYZING NEURAL DATA | MSc. THESIS

- Application of deep-learning architectures to small noisy data-sets.
- Modeling early visual processing in mammalian brain.
- Code Github:// [petrroll/msc-neuro](#), Text Github:// [petrroll/msc-thesis](#)

MINIRTS | MINIMALISTIC MASSIVE RTS

- Large scale minimalistic RTS.
- High performance data oriented arch. based on Unity jobs system.

GND-AI TOOLS | HCI TOOLS FOR THEATRE PERFORMANCE

- Set of TTS, STT, text generation scripts using 3rd party services.
- Github:// [petrroll/gnd-ai-tools](#)

KLAS STRUGGLE | WHEAT GENERATOR ART/GAME IN UNITY

- Persistent field full of user-generated individuals backed by firebase.
- Github:// [petrroll/klas-struggle](#)

AWARDS & VOLUNTEERING

2018	1st / 19	Avast Cyber Adventure team (5).
2018	559th/4856	Google hash Code 2018.
2017	1st / 10	Trend Micro CTF Prague team (3).
2016	70th/1054	2nd best Czech team in Google hash Code 2016.
2014 - 2017	KSP	CS seminar for high school students.
2015 - 2018	Kasiopea	Coding competition for high school students.