

Mgr. Josef Moudřík

Nad Kajetánkou 1480/6
Praha 6 - Břevnov
169 00
Czech Republic

Phone: (+420) 775 623 447
Email: j.moudrik@gmail.com
Homepage: <http://www.j2m.cz/~jm/>
github: <http://github.com/jmoudrik/>

Personal

Born on August 16, 1987.

I am a Computer Scientist and Ph.D. Researcher in the field of applied Artificial Intelligence, with a focus on Machine Learning. I also regard myself as an apt programmer with working experience from a number of projects. I am a passionate Go player, guitar and ukulele fan and occasional runner.

Education

Ph.D. Studies, Advanced Machine Learning in Games, Charles University in Prague, Faculty of Mathematics and Physics, 2014–present.

Master of Science — Mgr. degree, Theoretical Computer Science (specialization in Artificial Intelligence), Charles University in Prague, Faculty of Mathematics and Physics, 2009–2013.

Erasmus, Saarbrücken, Germany, September 2010–July 2011.

Bachelor of Science — Bc. degree, General Computer Science, Charles University in Prague, Faculty of Mathematics and Physics, 2006–2009.

Major Experiences

Freelance Software Engineer, 2011–present.

- analysis, software design and development for a prestigious Swiss client, 2016.
- development of **web application backend**, <http://movium.io>, 2015.
- designed and coded **Sales Management IS** for a private company Vera Gourmet¹, 2011–present.

Main Organizer of Second International Go Game Science Conference, EGC 2015.²

GoStyle Project³, researching possibilities of machine-learning in the game of Go, 2012–present.

Software Engineer, NCR, February–August 2014.

Software Quality Engineer, Sun Microsystems, 2006–2007.

¹<http://www.vera-gourmet.cz>

²<http://pasky.or.cz/iggsc2015/>

³<http://gostyle.j2m.cz>

Relevant Skills

Strong analytical and problem solving skills.

Firm grasp of theoretical IT concepts and the mathematics behind them — **algorithms, data structures**, discrete mathematics, logic.

Artificial Intelligence — good general overview, active research in the field of **machine learning**.

Very good knowledge of **Python**, good knowledge of **C++**, experience with STL and boost. Experience with **Java**.

Unix Systems — experience with various flavours of **Linux**, OpenSolaris, FreeBSD.

Unix (POSIX) **Shell scripting** — extensive knowledge, sh/bash, sed, awk,...

Web Technologies — general overview, experience with:

Backends — Python, (no)SQL, Java.

Frontends (mildly) — (x)HTML, JavaScript (AngularJS, jQuery), bootstrap.

Misc IT technologies — Prolog, Qt, git, matlab/octave, (La)TeX.

Languages — **native Czech** speaker, **fluent English** (CAE, grade A), intermediate German.

Publications

Moudřík, Neruda: **Determining Player Skill in the Game of Go with Deep Neural Networks**. Proceedings of TPNC, 2016.

Moudřík, Neruda: **Evolving Non-linear Stacking Ensembles for Prediction of Go Player Attributes**. Proceedings of IEEE SSCI, 2015.

Moudřík, Baudiš, Neruda: **Evaluating Go Game Records for Prediction of Player Attributes**. Proceedings of IEEE CIG, 2015.

Moudřík Josef: **Meta-learning methods for analyzing Go playing trends**. Master thesis, Charles University in Prague, Faculty of Mathematics and Physics, 2013.

Moudřík, Baudiš: **Evaluating Go Game Records for Prediction of Player Attributes**. Presentation, European Go Congress Scientific Conference, 2013.

Baudiš, Moudřík: **On Move Pattern Trends in a Large Go Games Corpus**, 2012. URL: <http://arxiv.org/abs/1209.5251>

Moudřík Josef: **V1 model with a realistic distribution of functionally different neuron classes**. Bachelor thesis, Charles University in Prague, Faculty of Mathematics and Physics, 2009.

Moudřík, Machálek, Antolík, Brom: **Výpočetní model primární zrakové kůry: preference složitých tvarů a realistický vznik komplexních buněk**. Proceedings of Kognicia a umely zivot IX (Czech/Slovak conference), 2009.