Mgr. Josef Moudřík

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Personal

I am a senior Machine Learning engineer with a lot of experience in turning Artificial Intelligence models into applications that bring value. I specialize in consulting, designing and implementing ML prototypes and novel solutions for various clients.

Few recent projects:

– I have been responsible for designing the backend of an LLM-driven multimedia system for one of the largest Czech media outlets.

– I have helped to extract insights from clinical trial data for a US health/biotech startup.

– I have been prototyping AI-powered AML and Due Dilligence solutions for large international clients, such as Credit Suisse and JPMorgan Chase, as a ML PoC Tech Lead at Merlon Intelligence,

I am a father, singer & ukulele fan, who likes to go for a run and enjoy a nice game of Go (1-dan).

Skills

Strong leadership skills and team-work. Great **communication** skills and empathy.

Great analytical and **problem solving skills**.

Very good knowledge of **Python**, **ML frameworks**, Scala, C++, Java, dart.

Artificial Intelligence — strong general overview, active research in **machine learning**, developing products using **LLM models and embeddings**.

Technologies — databases, statistical modeling, functional programming, git, unix, shell, etc.

Languages — **native Czech**, **fluent English** (CAE, grade A), advanced **Russian**, basic German.

Selected Work Experience

Freelance Consultant & Software Engineer, 2011–present.

– developing various PoCs for Ententee as an AI Consultant and Senior AI Engineer, 2012-present

– analysis of **clinical trial data** for a US health/biotech startup, 2022-2023.

– **evaluation design** for a large scale tender (tens of M$) for a Czech gov institution, 2021.

– **mathematical modeling**, training & development for a large investment company, 2020-present.

– working on mobile e-learning applications for musicians, 2019-2022.

– prototyped innovative AI solutions for prestigious Swiss and German clients, 2016.

– architecture and development of http://movium.io backend, 2015.

– founded and designed a sales management IS, managing it for a client, 2011–present.

Senior Machine Learning Engineer, Tech Lead for PoC's, CEAI Inc., Merlon Intelligence, 2017–2019.

– leading design and development of Proof of Concept solutions in a highly regulated banking sector, major international clients (e.g. Credit Suisse, JPMorgan Chase, Morgan Stanley),

– coordinating the projects with a globally distributed team,

– engineering cutting edge AI Natural Language Processing solutions.

Education

Ph.D. Studies, Advanced Machine Learning in Games, Charles University in Prague, Faculty of Mathematics and Physics, 2014–2022. Unfinished.

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.

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.

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