

Petr Baudiš

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Education

Mgr. (Masters) Degree, Theoretical Computer Science, Charles University in Prague, 2012.
Bc. (Bachelor) Degree, Computer Science, Charles University in Prague, 2009.
Eight-year Grammar School, Ad Fontes Jihlava, 2004.

Employment

Network Administrator, Department of Applied Mathematics, Faculty of Math and Physics, Charles University in Prague, July 2005–present.
Software Hacker, SUSE Labs Prague, Novell, July 2005–May 2011.
Git Internship, Novartis Pharma A.G., June 2008–September 2008.
Google Summer of Code, Monotone Project, July 2005–August 2005.
Network Administrator, Institute of Formal and Applied Linguistics, Faculty of Math and Physics, Charles University in Prague, September 2004–June 2005.

Independent Consulting

Freelance Programming (various), 2011–present.
Custom Software Development, GTS Czech, 2000–2004.
Linux Administration and Security, M-Soft s.r.o., 2000–2004.

Professional Activities

Creator, maintainer of world-class Go-playing program Pachi.
Maintainer, contributor of numerous open-source projects (GNU libc, Git, ELinks, OpenTTD, ...).
Creator, developer of several public web services (repo.or.cz, [VýsledkyVoleb.cz](http://VysledkyVoleb.cz), ...).

Research

Research team member, Combinatorial Game Theory and Applications, GAUK Project 66010 of Charles University Prague, 2011.
Research visit, Monte Carlo Tree Search and Go AI; Stellenbosch University, South Africa, Nov. 2011.
Baudiš, P., Gailly, J.-L.: Pachi: State of the Art Open Source Go Program; Advances in Computer Games 13, Tilburg, 2011.
Baudiš, P.: Balancing MCTS by Dynamically Adjusting Komi Value; International Computer Games Association Journal 2011/3.
Baudiš, P.: MCTS with Information Sharing; Master thesis; Faculty of Mathematics and Physics, Charles University in Prague, 2011.

Baudiš, P., Moudřík J.: On Move Pattern Trends in Large Go Games Corpus; IEEE Transactions on Computational Intelligence and AI in Games; in review.

Baudiš, P.: Current Concepts in Version Control Systems; Bachelor thesis; Faculty of Mathematics and Physics, Charles University in Prague, 2008.

Baudiš, P.: Nástroje pro správu verzí; Proceedings OpenWeekend 2005 (ISBN 80-01-03349-X); Studentská Unie CVUT, Prague, 2005.

Teaching (Charles University)

Open Source Programming, Lecturer, Winter 2011–ongoing.

Game Algorithms, Co-lecturer, Winter 2011–ongoing.

Implementation of Algorithms, Teaching Assistant, Winter 2008 and Summers 2010–ongoing.

Essentials of UNIX, Teaching Assistant, Summers 2005–ongoing.

Conference Presentations (Selection)

Artificial Intelligence and Theoretical Computer Science (15 lectures), brmlab, Prague, 2011.

Pachi: State of the Art Open Source Go Program, Advances in Computer Games 13, Tilburg, 2011.

Open Source: The Brave New World, Stellenbosch, 2011.

Umělá inteligence (Artificial Intelligence), Hub Future, Prague 2011.

Computer Go: State-of-art Overview (multiple occasions, 2009–2011)

Lowlevel Linux Userspace Programming (multiple occasions, 2007–2010)

Git — Conceptual Overview, Basic Tutorial (multiple occasions, 2005–2011)

Nástroje pro správu verzí (Version Control Tools), OpenWeekend 2005, Prague, 2005.