

PERSONAL INFORMATION

Aristotelis Lazaridis

📍 Thessaloniki, Greece

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Sex Male | Date of birth 27/11/1991 | Nationality Greek

WORK EXPERIENCE

September 2017 – February 2019

Software Developer

Software developer at Vianair Inc.

- Development of the *Airspace Planning and Design (AirPnD)* software for Vianair Inc.

2011 – 2017

Software Developer / Independent Contractor

Software development of various independent programming projects for a range of clients

Indicative project samples:

- Implementation of evolutionary methods for the development of a neural network with the purpose of providing a means for collision-safe navigation of a self-guided vehicle in *C#.NET™*
- Assistance in the development of a post-processing tool for WRF datasets in *Fortran* for the Dept. of Meteorology and Climatology, AUTH
- Development of 3D art-game project for object recognition using *Unreal Engine 4™* and integrating *OpenCV* library
- Development of 3D browser games using *Three.JS*
- Software simulation of a simple CPU model in *Java*
- Creation of an *Environment Mapping Shader* using *GLSL* and rendering using *Three.JS*
- Implementation of several numerical methods for the solution of ordinary and partial differential equations in *C++*
- Implementation of the *Cocke – Younger – Kasami (CYK)* algorithm for parsing context-free grammars in *Java*
- Implementation of the *Peter de Jong* strange attractor and simulation using *Processing*

April 2012 – 2017

Technical Writer

Editor at Download3K.com

- Writing in-depth reviews regarding various types of software
- Writing tech-related articles (news, tutorials, iOS/Android game/app reviews, etc.)

EDUCATION AND TRAINING

June 2018 – Present

PhD Candidate

Intelligent Systems Lab, School of Informatics, Faculty of Sciences, Aristotle University of Thessaloniki

- **Supervisor:** Prof. Ioannis Vlahavas
- **Topic:** Deep Reinforcement Learning

October 2013 – December 2016

M.Sc. Diploma in Theoretical Computer Science and Theory of Systems and Control

Dept. of Mathematics, Faculty of Sciences, Aristotle University of Thessaloniki

- Intelligent Control, Optimal and Robust Control, Information Science, Numerical Analysis, Computational Methods, Cryptography
- **MSc Thesis:** "Development of an online education system for Geoscience using computational methods and geospatial technology"
- Final GPA: **9.4/10**

October 2009 – September 2013

Diploma in Mathematics

Dept. of Mathematics, Faculty of Sciences, Aristotle University of Thessaloniki

- Operational Research, Probability Theory, Stochastic Processes, Statistics, Differential Equations, Analytic Geometry, Topology, Numerical Analysis, Advanced Algebra, Advanced and Multivariate Calculus
- Final GPA: **6.9/10**

PERSONAL SKILLS

Mother tongue Greek

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	Proficient	Proficient	Proficient	Proficient	Proficient
Examination for the Certificate of Proficiency in English (ECPE) – C2					

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2 Proficient user

Communication skills

- Great co-operative skills from academic team projects and other activities
- Very good communication and collaboration skills with international students and employers

Organisational / managerial skills

- Very good organisational skills from academic duties as a PhD candidate

Job-related skills

- Very good counselling and research skills for the elaboration of academic scientific projects/papers

Computer Skills

- Excellent use of Microsoft Office™, Open Office, Libre Office Packages
- Excellent use of Windows™, MS-DOS™ – Good use of UNIX / Linux Operating Systems
- Excellent knowledge of computational software packages MATLAB™, Mathematica™
- Excellent knowledge of Unreal Engine 4™ game development suite
- Very good knowledge of Unity game development platform
- Very good knowledge of Three.JS game engine
- Very good knowledge of statistical software package SPSS™
- Very good knowledge of Raster and Vector Graphics Editor Adobe Photoshop™
- Very good knowledge of *3D Graphics Programming (OpenGL, WebGL)*
- Very good knowledge of *Structured, Procedural and Object-Oriented Programming Paradigms*
- Good knowledge of real-time computer vision library OpenCV
- Good knowledge of *General Purpose Programming, Scripting, Graphical User Interface Programming, Image Editing, Machine Learning Structures*
- Good knowledge of the mathematical software packages Cabri II, Cabri 3D, Geogebra, Sketchpad
- Programming and Markup Languages: C++, Python, C#.NET™, C, R (Very Good), Java (& JavaScript), Visual Basic.NET™ (Good), FORTRAN, PASCAL, HTML (& HTML5), PHP, XML (Good)

Other skills

- Music, Conceptual Art, Poetry

ADDITIONAL INFORMATION

Papers

- Lazaridis A., Fachantidis A., Vlahavas I., Deep Reinforcement Learning: A State-of-the-Art Walkthrough, Journal of Artificial Intelligence Research 69 (2020) 1421-1471
- Lazaridis A., Vlahavas I., REIN-2: Giving Birth to Prepared Reinforcement Learning Agents Using Reinforcement Learning Agents, Neurocomputing (submitted)

Conferences

- A. Tsionas, A. Lazaridis, I. Vlahavas, Serious Game Development for the Diagnosis of Major Depressive Disorder Cases Using Machine Learning Methods, Games and AI - Technological, Cultural and Societal aspects (GAITECUS0), A SETN 2020 Workshop.