

● EDUCATION AND TRAINING

12/06/2020 – CURRENT – Thessaloniki, Greece
PHD CANDIDATE – School of Informatics, Aristotle University

Research subject: Machine Learning and Knowledge Discovery
Subdomain: Time series forecasting with big data, applied in the Energy sector
Advisor: Prof. Ioannis Vlahavas

intelligence.csd.auth.gr/

12/10/2020 – CURRENT – Thessaloniki, Greece
MSC IN ARTIFICIAL INTELLIGENCE – Aristotle University

- Machine Learning
- Computational Intelligence- Statistical Learning
- Intelligent Systems Programming
- Advanced Topics in Machine Learning
- Deep Learning and Mutli-media Information Analysis

<https://ai.csd.auth.gr/en/>

01/2016 – 06/2016 – Västerås, Sweden
ERASMUS (BSC) – Mälardalen University

- Intelligent Autonomous Systems
- Software Development for Real-time Systems
- Computer Networks I & II

<https://www.mdh.se/>

11/08/2013 – 20/11/2018 – Thessaloniki, Greece
BSC IN COMPUTER SCIENCE – School of Informatics, Aristotle University

8.43/10 | Extraction of funding data from medical publications | <http://www.csd.auth.gr/en/>

01/2015 – 06/2015 – Greece
ANDROID STUDY JAMS – Google Developers Group, Thessaloniki Chapter

- Extensive and demanding courses on Android programming principles
- Developed a game with asynchronous bluetooth connectivity

● WORK EXPERIENCE

15/09/2018 – 31/10/2020 – Nice, France
SOFTWARE ENGINEER – AMADEUS (HOTEL IT), AKKA TECHNOLOGIES

- Core c++ developer part of Agile team
- Code unit tests and non-regression tests to ensure functionality
- Aggregation of new fields for time efficiency
- Technical restructure of the codebase for decoupling and faster compilation

15/11/2017 – 06/2018 – Thessaloniki, Greece
ERASMUS COORDINATOR ASSISTANT – ARISTOTLE UNIVERSITY

- Redesigned the department's Erasmus webpage
- Created a tool to automate the weekly schedule translation from Greek to English.

01/07/2016 – 30/09/2016 – Thessaloniki, Greece
SOFTWARE ENGINEER (INTERNSHIP) – FIELDSCALE

- Created a fully-automated module using Wix toolset that creates a setup.exe
- Integrated it into the production pipeline
- Developed the front-end of the web solution for the company's Product

01/09/2015 – 30/11/2015 – Lublin, Poland
ANDROID & FRONT-END DEVELOPER – MUSEUM GALERIA LABIRYNT

- Developed 2 Android games to be used by kids in conjunction with exhibitions
- Developed a website with detailed information about the ongoing exhibition

15/01/2015 – 31/08/2015 – Thessaloniki, Greece
SUPPORT OF THE ACADEMIC STAFF – IT CENTRE OF ARISTOTLE UNIVERSITY

Assisted the academic community with the use of videoconferencing services
Assisted the academic community with the use of Open Academic Courses (opencourses.gr)

15/09/2013 – 31/12/2015 – Thessaloniki, Greece
DIGITAL GAMES DEVELOPER – ACM, CHAPTER ARISTOTLE UNIVERSITY

- Interior levels designing in Unity
- Exterior levels designing in Unity

● LANGUAGE SKILLS

Mother tongue(s): GREEK

Other language(s): ENGLISH - C2

● DIGITAL SKILLS

Programming

Python | C++ | Java | SQL/MYSQL | Android | WiX | Jason (agents) | Qt | Git

Web

HTML | CSS | Django | AngularJS | JavaScript | PHP

miscellaneous

Photoshop | Unity 2D/3D | LaTeX | piano | Judo

● HONOURS AND AWARDS

07/10/2017
1st place in the WikiFemHack2017 hackathon – Wikimedia Community User Group Greece

2017
Commendation for my distinction in the NASA Space Apps Challenge – Aristotle University of Thessaloniki, Greece

Local Peoples' Choice Winner
<https://youtu.be/ZuevncMevrc>