

Georgios Liapis



Computer programmer

CONTACT

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Birth Date 10/07/1997

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SKILLS

Java



C#



HTML/CSS



Javascript



Python



Adobe Suite



Knowledge of object-oriented and parallel programming.



Work experience

Lead Developer in a company with web applications of the Greek State - Proset

09 / 2020 - 07 / 2021

Head of web application development department at various technologies (python, react, Vue, WordPress, php)

Website Developer – FireEnd

03/2021 - 06/2021

Website/Eshop development using WordPress for product promotion.

Co-Founder and Content Creator at beDigius

01/ 2017 - Present

Research and Development Software Engineer - Elicon ZeusPlay - NSRF Practice

12/2018 - 06/2019

Casino web game coding and WordPress page support / upgrade for game promotion

Co-founder and lead developer of a startup, thEscape

Developed a mobile Game on Unity 3D engine, using AR technologies. We were one of the finalists of the international competition for startups.

12/2017 – 12/2019

Application Developer – Individual

Developed an app for database management for a warehouse.

12/2016 - 02/2017

Website Developer - Viva La Vita

Developed and maintained a WordPress site for gym services

03/2017 - 05/2018

Education

PhD Candidate in Artificial Intelligence – Aristotle University of Thessaloniki (Greece)

05/2021 - present

Postgraduate Artificial Intelligence - Aristotle University of Thessaloniki (Greece)

09/2019 – 04/2021


Average Degree 8.41 (Very Good)

Applied Informatics - University of Macedonia, Thessaloniki (Greece)


09/2015 - 09/2019

Average Degree 8.35 (Very Good)


Knowledge of using integrated development environment (eg eclipse , codeblocks , visual studio)




Knowledge of creating applications for database management.



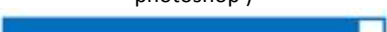
Knowledge of design, creation and maintenance site with CMS (e.g. WordPress)



Knowledge of creating 3 D games in game engines (eg unity 3 d , unreal engine) for computers and mobile devices. Also good knowledge of implementing Artificial Intelligence and Reinforcement Learning Models



Create widgets for games (such as images, textures , 3 d models) using programs (eg blender 3 d , adobe photoshop)



CERTIFICATES

11/2016

Member of Mensa, the high IQ society.

CONFERENCES

05/2018

Representation of the organization of Mensa Greece, in a speech / conference organized at the University of Macedonia entitled "Intelligence, skills and digital environment" within ThessWeek.

LANGUAGES

- English - Certificate of Proficiency in English, University of Michigan
- German - Goethe- Zertifikat B1

Software Projects

University project - Development of computer games

01/2017 - 06/2017

Creating a game based on the Unity game engine, as a project in the Software Technology course. It was selected as one of the best projects of the semester.

University project - Development of games for mobile devices

09/2016 - 01/2017

Developing a mobile game on the Unity game engine, as part of the Digital Economics course. It was selected as the best project of the semester.

Other skills

Very good communication and organizational skills acquired through my experience as a member of the steering committee and volunteer responsible for the promotion and coordination of events and the operation of the offices of Mensa Greece in the Thessaloniki branch.

In addition, a remarkable level of public speaking, obtained from presentations and speeches at workshops and conferences.

In addition, very good cooperation and communication with software development teams as deliverables for university courses, for which I also served as project manager as well as from being the team leader and head of the department of the company Proset.

Proceedings of an international conference

09/2021

Liapis G., Lazaridis A., Vlachavas I., "Played room escape experience for group building simulation using deep learning support", 15th European game-based learning conference, tbh

09/2020

Liapis G., Kontos G., Athanasiadis I., Steiakakis M., "Finding the best path to optimal satisfaction in staff selection with use of structural equations,

Bayesian networks and decision trees ", Proceedings of the 14th Balkan Business Research Conference at the time of Digital Transformation and Business Analysis, Thessaloniki, Greece, September 2020

09/2019

Steiakakis M., Liapis G., Vlachopoulou M. "A development of the understanding of digital intelligence as a precondition of digital competence ", Proceedings of AISEL, Proceedings of the 13th Mediterranean Conference on Information Systems and the 16th Conference of the Italian Conference: Social Innovation (Joint Conferences), Naples, Italy

07/2019

Steiakakis M., Liapis G., "The effects of digital technologies on specific cognitive skills". Proceeding of the 7th International Conference of Contemporary Marketing Issues, Heraklio Crete, Greece

05/2019

Steiakakis M., G Liapis. " The impact of the digital environment on human thought ", Proceedings of the 8th International Symposium & 30th National Business Research Conference, Patras, Greece