

George Liapis



Computer programmer, Software Engineer

DETAILS

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Date of Birth 10/07/1997

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[viorgos-liapis](#)

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 for the Greek State - Proset

09 / 2020-07 / 2021

Co-Founder and Content Creator in a startup, beDigius

01/2017 - Present

Research and development software engineer - Elicon ZeusPlay - NSRF Practice

12/2018 - 06/2019

Co-founder and chief developer of a startup, thEscape

12/2017 - present

Application Developer - Individual

12/2016 - 02/2017

Website Developer - Viva La Vita

03/2017 - 05/2018

Research Experience

Information Systems Manager and technical support - Horizontal Action of Internship Offices, Aristotle University of Thessaloniki

11/2021-Present

Education

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

07/2021 - Present

Postgraduate Artificial Intelligence - Aristotle University of Thessaloniki (Greece)

09/2019 - 04/2021

Degree 8.41 (Very Good)

Applied Informatics - University of Macedonia, Thessaloniki (Greece)

09/2015 - 09/2019

Degree 8.35 (Very Good)

Languages

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

Software Projects

University work - Development of computer games

01/2017 - 06/2017

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

University work - Development of games for mobile devices

09/2016 - 01/2017

Knowledge of using coding programs (eg eclipse, codeblocks, visual studio)



Knowledge of creating applications for database management.



Knowledge of site design, creation and maintenance.



Knowledge of creating 3D games on game engines (eg unity3d, unreal engine) for computers and mobile devices.



Creating graphic elements for games (eg images, textures, 3d models) using programs (eg blender3d, adobe photoshop)



CERTIFICATES

11/2016

Member of Mensa, the high IQ society.

talks

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

Developing a mobile game on the Unity game machine, 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-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.

Scientific magazines

- Liapis G., Lazaridis A., Vlahavas I., "Multi-agent Deep Reinforcement Learning System for Assessing Personality Traits and Intelligence in Gamified Environment", Machine Learning, Springer, submitted

Proceedings of an international conference

- Liapis G., Stefanou L., Vlahavas I., "Classifying Intelligence Tests Patterns Using Machine Learning Methods", International Conference on Pattern Recognition Applications and Methods, 2023, Accepted
- Liapis G., Zacharia K., Vlahavas I., "Modeling core Personality Traits behaviors in a Serious Gamified Escape Room Environment", 16th European Conference on Games Based Learning, 6-7 October 2022, Portugal
- Liapis G., Lazaridis A., Vlahavas I., "Escape Room Experience for Team Building Through Gamification Using Deep Reinforcement Learning", 15th European Conference of Games Based Learning, 23-24 September 2021, UK
- Liapis G., Kontos G., Athanasiadis I., Stiakakis E., "Finding the Best Path in HR Satisfaction by Using Structural Equation Modeling, Bayesian Networks, and Decision Trees", Proceedings of the XIV Balkan Conference on Operational Research in the Era of Digital Transformation and Business Analytics, Thessaloniki, Greece, 30 September - 3 October, 2020, Page 244
- Stiakakis E., Liapis G., Vlachopoulou M., "Developing an understanding of digital intelligence as a prerequisite of digital competence", AISeL Proceedings of the 13th Mediterranean Conference on Information Systems and the 16th Conference of the Italian Chapter of AIS: Digital transformation and social innovation (Joint Conferences), Naples, Italy, 27-28 September, 2019, Paper 27
- Stiakakis E., Liapis G., The effect of digital technology on specific cognitive abilities, Proceeding of the 7 th International Conference on Contemporary Marketing Issues 2019, Crete, p196-199
- Stiakakis E., Liapis G., "Digital Intelligence: The Impact of Digital Technologies on Human Thinking", Proceeding of the 8 th International Symposium & 30 th National Conference on Operational Research, Patras Greece, pp 85-89