Andreas Panayiotou

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EDUCATION	University of Cyprus PhD Computer Science	Nicosia, Cyprus • 09/2022 — Present	
	Topic: Populated Virtual Environments Lab: UCY Graphics and Extended Reality		
	University of Cyprus MSc Computer Science	Nicosia, Cyprus • 01/2021 — 06/2022	
	Thesis: Crowd simulation by Deep Reinforcement Learning		
	University of Cyprus BSc Computer Science	Nicosia, Cyprus • 01/2017 — 01/2021	
	Thesis: Shift scheduling software and mobile application for Ambulance Service Cyprus		
WORK EXPERIENCE	Research Associate, CYENS - Centre of Excellence V-EUPNEA MRG: Living, Breathing Virtual Worlds	Nicosia, Cyprus • 09/2021 — Present	
	Crowd Simulation		
	Machine LearningComputer Animation		
	Internship, CYENS - Centre of Excellence	Nicosia, Cyprus • 06/2021 — 07/2021	
	V-EUPNEA MRG: Living, Breathing Virtual Worlds		
	 Teaching Virtual Crowds How to Behave Unity3D ML-Agents Toolkit TensorFlow 		
	 Imitation and Reinforcement Learning 		
	Character Animation		
	Internship (IT Department), Bernhard Schulte	Limassol, Cyprus • 06/2018 — 07/2018	
	Shipmanagement (BSM)		
	Support company core network		
	Provide technical support to employeesTraining for maritime software		
	Upgrade and repair of computer hardware		
CERTIFICATES	Machine Learning Specialization	08/2022	
	DeepLearning.AI		
	• Supervised Machine Learning: Regression and Classification • Advanced Learning		
	Algorithms • Unsupervised Learning, Recommenders, Reinforceme	nt Learning	
	Internet of Things for IT Professionals	01/2021	
	SEnDIng - Sector Skills Alliance for the design and delivery of innova programmes to Data Science and Internet of Things professionals	απλε λΕΙ.	

Pure Mathematics A-Level Pearson Edexcel International	06/2014
English as a second Language Cambridge International Examinations	06/2014
Computing A-Level Cambridge International Examinations	06/2013

PUBLICATIONSAndreas Panayiotou, Theodoros Kyriakou, Marilena Lemonari, Yiorgos Chrysanthou, and Panayiotis
Charalambous. 2022. CCP: Configurable Crowd Profiles. In ACM SIGGRAPH 2022 Conference Proceedings
(SIGGRAPH '22). Association for Computing Machinery, New York, NY, USA, Article 53, 1–10.
doi.org/10.1145/3528233.3530712

LANGUAGES Greek (native), English (fluent)

TECHNICAL	Languages: C, C++, C#, Python, Java, Pascal, ARMv8, Prolog	
SKILLS	Programming Tools: Unity3D, Unreal Engine, Visual Studio, PyCharm, Eclipse, Git Web/Mobile Development: HTML, CSS, JavaScript, PHP, Node.js, Bootstrap, Apache Cordova, XAMPP	
	Operating Systems: Microsoft Windows, Linux, Unix	
	Other: TensorFlow, OpenGL, OpenCV, NetworkX, ZeroMQ, OOP, UML, SQL	

SOFT SKILLS Problem-solving, Decision Making, Teamwork, Communication, Time management, Active listening, Creativity, Adaptability, Responsibility

REFERENCES Available upon request.