

# Ioannis Bekiaris

*Seeking a job to acquire new skills and make a meaningful impact*

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## Personal profile

Dependable and hardworking person with a friendly and outgoing personality. Open-minded and motivated, I approach tasks with a detail-oriented mindset, striving for thorough and precise outcomes in whatever I do. I have a positive approach to new tasks and see myself as a dedicated, independent, and responsible employee who greatly appreciates being part of a team but also working individually. I have an immense appetite to learn and grow my knowledge, thus I wish to work in a company where I will be met with a steep learning curve and through that grow my skills even further.

## Education

**National Kapodistrian University of Athens, Department of Physics**, Athens, Greece

*Bachelor of Science in Physics, Section of Electronic Physics and Systems*

Thesis: Machine Learning and Neural Networks for Predictive Maintenance in Naval Vessels

Specialization in Electronics, Computers, Telecommunications and Automatic control.

– Graduated: October 2023

**Harvard**, Cambridge, Massachusetts

*CS50 Introduction to Programming with Python*

CS50's Python course for general programming principles with Python.

– Graduated: October 2024

## Skills

### Programming Languages

Proficient in Python, SQL, and C; experienced with JavaScript, HTML5, CSS, C++, and Bash.

### Frameworks and Tools

Experienced with React, Typescript, Agile methodologies (Scrum), version control (Git, GitHub), and debugging and testing tools.

### Machine Learning and Data Analysis

Skilled in machine learning and neural networks using PyTorch, with data analysis expertise in Pandas and NumPy. Familiar with data visualization using Seaborn and Matplotlib.

### Web Development

Full-stack experience with backend development in Python and SQL, REST API development, and frontend with React.

### Software and Engineering Tools

Experience with Vivado, LTspice, MATLAB, and Excel for technical tasks and simulations.

### Additional Skills

Effective and reliable communicator, strong troubleshooting skills, and experienced in Microsoft Office Suite.

## Relevant Coursework

Signals and Systems, Computer Systems Organization, Operating Systems, Automation systems, Microelectronics, Telecommunications, C and C ++ programming, Linux, Optoelectronics and Optical Telecommunications and related laboratories for all.

## Languages

- **English:** Fluent in speaking as well as writing.

- **Greek:** Native language.
- **Danish:** Beginner.

## Projects

- **Machine Learning for Predictive Maintenance**, National Kapodistrian University, Athens, Greece, Sept 2023  
*Coded in Python, using pytorch library amongst others. This thesis was mostly an introduction to the endless possibilities of how machine learning models can provide solutions. My role was to **develop** the Neural network, **train** it, based on the dataset, and evaluate it. This Thesis also contains a chapter that introduces basic Dataset handling and Data Analysis. The libraries used are pandas, numPy, Pytorch, Torchvision, seaborn, matplotlib.pyplot.*
- **Local AI Agent in Python**  
*Built an AI agent using mistral and llama3 for document retrieval and QA tasks with Python: **LLM, RAG**.*
- **Data Structures in C**  
*Coded Data Structures (with all their relevant functions in C) such as : **Binary Search Tree, Red Black Tree, Linked Lists, Heap and Stack**.*
- **Matrix multiplication with Threads in C**  
*Coded and came to an understanding how threads work in C and what they offer as a difference in time, but also functionality, being careful of race conditions*
- **Sorting Algorithms in C**  
*Coded in C in order to understand divide and conquer algorithms, such as the **Mergesort** algorithm*
- **Object Oriented Programming in C++**  
*Coded a simple program in C++ in order to showcase object oriented programming.*
- **Binary Search Algorithm in Python**  
*Coded in Python, with time print to express the difference in times compared to normal search.*
- **Games in Python**  
*Coded some games in Python, games like simple **Quiz** with the use of dictionaries and lists, a **guessing** game with numbers, a **Rock\_Paper\_Scissors** game and many more (it's all in my GitHub)*
- **Use of Python Libraries**  
***Open CV** for face detection, **Requests** for web scraping and email automation, **PIL** for image handling, and **Matplotlib** for graphing.*
- **Games in Javascript**  
*Coded Games in JavaScript to learn about **CSS, HTML** and JavaScript, games like an **IOS calculator clone, Pong, Snake and Rock Paper Scissors**.*
- **Full Stack App in Javascript, Python**  
*Coded a Full Stack App with database intergration and simple REST API for the **backend** to communicate with the **frontend**. Python and SQL was used for **backend** and React Library for **frontend**.*
- More on my [GitHub](#)

## Interests

Passionate about emerging technologies in AI and IoT, as well as exploring automotive and engineering advancements.

## Experience

**Jensens Bøfhus**, Herning, Denmark  
*Restaurant*  
 2024 - Current day

Cook

Cooking, cleaning

**DVDCollection**, Chalandri, Greece

Sales Representative

*DVDStore*

2016 - 2018

Managing, sales, and organizing

**EXESIO**, Athens, Greece

Delivery Worker

*Postal Services*

2017 - 2018

Same-day delivery, organizing, route planning, providing Cash on-demand service to customers

**Lucky Pets**, Chalandri, Greece

Assistant Manager and Sales

*Pet Shop*

2018 - 2019, 2020 - 2022

Managing, sales, organizing, warehouse stock management and price matching

**Hellenic Army, Marines Special Forces**

Military Service

2019 - 2020

Completed my mandatory service in the Greek Army

## References

Available upon request.