

# Ioannis Karagiannis

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🌐 [LinkedIn](#) | [Personal-Website](#) | [GitHub](#) | [Kaggle](#) | [Google-Scholar](#)

## CAREER OBJECTIVE

Motivated Senior Artificial Intelligence Engineer with strong background in Robotics, Control Theory and Signal Processing, and hands-on experience in Positioning Systems (SLAM), Computer Vision, Object Detection, Object Tracking, Augmented Reality, Artificial Intelligence and Deep Learning, seeking a Research Engineer position to develop cutting edge software solutions and applications.

## WORK EXPERIENCE

### Intracom Defense SA

Athens, Greece, Jul 2021 – Present

Senior Artificial Intelligence Engineer

Aug 2023 – Present

- Lead and mentor a team of four in developing automatic target recognition and tracking (ATR&T) systems, focusing on target detection and target tracking algorithms.
- Deploy the ATR&T system on resource-constrained devices (e.g., NVIDIA Jetson {Nano, Xavier AGX, Orin NX}).
- Contribute to the development and preparation of EU Horizon and EDF proposals (e.g., [PROTEAS](#), [TICHE](#)) by strengthening and aligning them with cutting-edge AI methodologies and technologies.

Staff Artificial Intelligence Engineer

Jul 2021 – Jul 2023

- Developed Automatic Target Recognition and Tracking (ATR&T) systems for various UAV projects. A variant of such a system is to be deployed on the mothership airborne platform (MAP) and the foldable-wing drone airborne platforms (DAPs) of the EU-funded [LOTUS](#) project.
- Supported the development of a framework that utilizes secure collaborative learning in image recognition for ISR missions involving classified data by blending disruptive technologies such as Federated Learning (FL) or Private Aggregator of Teachers Ensemble (PATE) methods with Fully Homomorphic Encryption (FHE), Multi-Party Computation (MPC), or Verifiable Computing (VC) within the scope of the EU-PADR-funded [PRIVILEGE](#) project.

### Ericsson AB

Stockholm, Sweden, Mar 2018 – May 2021

Experienced Researcher

Jun 2020 – May 2021

- Developed edge-assisted SLAM for resource-constrained devices (NVIDIA Jetson Xavier NX/AGX).
- Developed machine learning models to predict the accuracy of SLAM algorithms in situations where the ground-truth was missing, by utilizing proxies of accuracy.
- Conducted research in multi-agent SLAM with heterogeneous sensors.

Researcher

Mar 2018 – May 2020

- Developed collaborative multi-sensory communication application in Unity combining mixed reality (Microsoft HoloLens 1st gen), haptics (3D Systems Touch) and 3D spatial audio (Google Resonance SDK).
- Demonstrated the aforementioned application at [MWC-2019](#) in Barcelona representing Ericsson as business builder.
- Supported, troubleshooted, and maintained the aforementioned application both for internal projects and for other events such as [Digitalize in Stockholm 2019 - Remote Collaboration](#).
- Supervised two interns and three master thesis students.

### SafeLine Sweden AB

Stockholm, Sweden, Sep 2015 – Oct 2016

Research Engineer

- Developed independent positioning system ([IPS](#)) for elevators employing SLAM algorithms and Particle Filters.
- Developed smart sensor node for condition monitoring and predictive maintenance of elevators.

### KTH Royal Institute of Technology

Stockholm, Sweden, Jun 2015 – Aug 2015

Research Engineer Intern

- Naval Architecture Center: Developed gyroscopic stabilizer in C++ for a small-scale two-wheeled vehicle.
- Signal Processing Laboratory: Developed android app in Java serving as floor-indicator for elevators.

### University of Patras

Patras, Greece, Mar 2012 – Jun 2013

Research Engineer

- Supervised two master thesis students.
- Teacher assistant in Signals and Systems, Neural Networks, and Adaptive Control courses.
- Authored and co-authored three published papers.

## EDUCATION

**KTH Royal Institute of Technology**  
**School of Electrical Engineering and Computer Science**  
*M.Sc. in Systems, Control and Robotics (GPA: 4.76/5.0)*

Stockholm, Sweden, Aug 2013 – Jun 2015

**University of Patras**  
**School of Electrical and Computer Engineering**

Patras, Greece, Sep 2005 – Feb 2012

*5-year Diploma (M.Eng. equivalent) in Electrical and Computer Engineering (GPA: 7.36/10.0)*

## LANGUAGES

Greek (Native), English (Proficient - C1 level)

## COMPUTER SKILLS

- **Programming Languages:** Python, C/C++, C#, ROS, Java
- **DL/ML Frameworks/Libraries:** Keras, TensorFlow, PyTorch, Pandas, Matplotlib, OpenCV, Numpy, Scipy, Seaborn, ONNX, Scikit-Learn, Darknet, cuDNN, CUDA Toolkit, TensorRT
- **Package Manager:** Anaconda, python-venv
- **IDE:** Microsoft Visual Studio, Jupyter Notebook, Unity, Xcode, Eclipse, Android Studio
- **Engineering Software:** MATLAB/Simulink, LabVIEW
- **Version Control Tool:** Git
- **Agile Project Management Tool:** Jira
- **OS:** Linux (Ubuntu/Debian/Mint), Windows, MacOS

## ADDITIONAL SKILLS AND QUALIFICATIONS

<b>Coursera</b>	online
• <i>AI for Good Specialization</i> <a href="#">Certificate</a>	Sep 2023
• <i>Deep Learning Specialization</i> <a href="#">Certificate</a>	Apr 2022
<b>DataCamp</b>	online
<i>Data Scientist with Python Track</i> <a href="#">Certificate</a>	Apr 2021
<b>Hellenic Army</b>	Greece
<i>Fulfilled Military Obligations</i>	Nov 2016 – Aug 2017
<b>Tohoku University</b>	Sendai, Miyagi, Japan
<i>Certificate of Completion of Tohoku Engineering Summer Program 2014 - Robotics</i>	Jul 2014 – Aug 2014
<b>Hellenic Mathematical Society</b>	Greece
<i>Certificate of Excellence at the Pan-Hellenic Mathematics Competition 'THALIS'</i>	2003

## PUBLICATIONS

A full list of patents, journal papers and peer-reviewed conference papers can be found in my Google-Scholar profile.

## INTERESTS

Running, Swimming, Playing Guitar, Philosophy.