




M A R I A S T A T H O P O U L O U


COMPUTER ENGINEER


PERSONAL INFO


 08-08-1993


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EDUCATION

OCTOBER 2011 – FEBRUARY 2019

ELECTRICAL AND COMPUTER ENGINEERING

National Technical University of Athens
Master of Engineering – MEng

Concentration fields:

Computer Software, Computer Systems,
Telecommunication Systems and Computer
Networks

Diploma-thesis:

Optimization of Sparse Matrix – Matrix
Multiplication on GPUs

SEPTEMBER 2008 – JUNE 2011

3rd High School of Irakleio Attica

LANGUAGES

- Greek – Native
- English – C2
- French – C2

WORKSHOPS

2018

"HiPEAC Student Heterogeneous Challenge" in
HiPEAC Computing Systems Week in
Göteborg, Sweden

2014

Android Workshop organized by Electrical
Engineering Students' European Association
(EESTEC)

PROFILE

Grounded and solution-oriented Computer Engineer. Graduated from School of Electrical and Computer Engineering at National Technical University of Athens. Simple. Calm. Open minded. Driven and self-motivated, while enjoying teamwork and collaboration.

Passionate about high performance computing, parallel processing, optimization, and Machine Learning. Skilled in GPU programming with NVIDIA CUDA technology, as well as OpenMP, MPI, C/C++. Creative and passionate programmer with in-depth knowledge of algorithmic complexity and data structures. Also experienced in Mathematics, Data analysis and Web development.

SKILLS

PROGRAMMING LANGUAGES

C
C++
C#
Python
Java
Assembly
ML
Prolog

PARALLEL PROCESSING

CUDA
OpenCL
OpenMP
OpenMPI
TBBs

IDEs

Matlab
Wireshark
Visual Studio
IntelliJ IDEA
Unity

SYSTEM ADMINISTRATION

GNU/Linux
Microsoft Windows
Networks

WEB DEVELOPMENT

Javascript
Typescript
Angular2
NodeJS
Rest APIs
HTML
CSS3
SASS, LESS
Bootstrap, Materialize

DATABASES

MySQL
PostgreSQL
MongoDB
ElasticSearch Queries

SCRIPTING LANGUAGES

Bash Script
Matlab
Awk

VERSION CONTROL SYSTEMS


Git

INTERESTS

 Driving license

 Reading

 Theater

 Yoga

 Travelling

 Music

PROJECTS

DIPLOMA - THESIS

Optimization of Sparse Matrix - Matrix Multiplication Kernel on GPUs

CUDA

COMPUTER OPERATING SYSTEMS

Process Management and Interprocess Communication

POSIX Threads Synchronization Mechanisms

Process Scheduling

COMPUTER OPERATING SYSTEMS LAB

Wireless network sensor driver for linux operating system

Encryption device for QEMU-KVM

Encrypted Chat interface over TCP/IP

COMPUTER GRAPHICS

First Person Shooter 3D Video Game - Unity

SOFTWARE ENGINEERING

VoIP Application

Modern Web Application (using NodeJS, Elastic Search & Angular2)

ARTIFICIAL INTELLIGENCE

Intelligent Robot with automated movement

NEURAL NETWORKS

Multilayer Perceptrons examination & image classification

Examination of Self Organizing Maps (SOM)

INTERNET APPLICATIONS

Web Application using (TCP, Sockets)

REST API

DATABASES

Backend SQL server

Backend no-SQL server

PARALLEL PROCESSING SYSTEMS

Conway's Game of Life - OpenMP

Floyd - Warshall Algorithm - Threading Building Blocks

Heat equation (Jacobi, Gauss - Seidel SOR, Red - Black SOR methods) - MPI

Dense Matrix - Vector Multiplication - CUDA

COMPILERS

Compiler Implementation for the Pascal-based programming language Alan

Flex, Bison, LLVM