IP
IOANNIS PASTELLAS

Ioannis Pastellas

AI & Machine Learning Engineer

- ✉ Mesa Geitonia, 4000, Limassol, Cyprus
- ☎ +357 99341074
- @ giannispast9@gmail.com
- 🌐 www.ipastellas.com
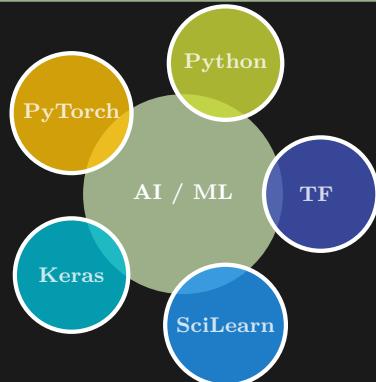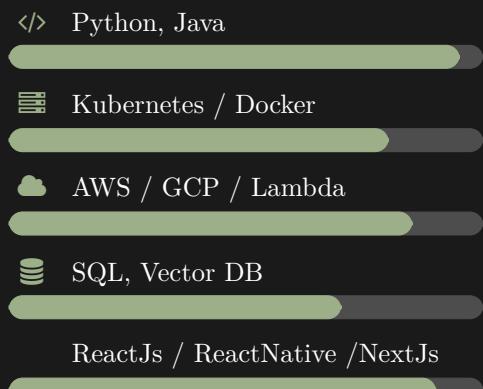
Connect

- in LinkedIn Profile
- ○ Personal GitHub
- ○ SOCAIT GitHub
- ✉ Email Me

Languages

- 💬 Greek (Native) ● ● ● ● ●
- 💬 English (C1 / Fluent) ● ● ● ● ○

Tech Stack

- </> Python, Java

  ▭▭▭▭▭▭▭▭▭▭
- ▤ Kubernetes / Docker

  ▭▭▭▭▭▭▭▭▭
- ☁ AWS / GCP / Lambda

  ▭▭▭▭▭▭▭▭▭
- ▤ SQL, Vector DB

  ▭▭▭▭▭▭▭
- ReactJs / ReactNative /NextJs

  ▭▭▭▭▭▭▭

(PyTorch · Python · AI / ML · TF · Keras · SciLearn)

Experience

ML Research Associate — Ubitech LTD **06/2021 – Present**

- Designed and deployed ML models and web applications for EU-funded research projects (TALON, LAW-GAME, TRITON, CYGNUS, MIRIOPOS, FIDAL).
- **DevOps & MLOps:** Configured Kubernetes clusters with Kube-OVN and deployed models using Docker; implemented monitoring via Prometheus and InfluxDB.
- **Agentic Pentest:** Developing Automated Pentesting using Agentic AI workflow (Project Active).
- **Computer Vision:** Developed and finetuned Computer Vision models (YOLO, CNN) for detecting wildfires and human intruders as well robustifying such models under Adversarial Attacks
- **Network Intelligence:** Engineered AI modules to predict network resource demand, improving resource allocation efficiency by **15%** (Published research).
- **Anomaly Detection:** Developed Autoencoder and LSTM-based models for detecting anomalies in network flows and behavioral analysis, Network Intrusion Detection System.
- **Explainable AI:** Conducted research on Explainable AI (XAI) tools (LIME, GradCAM).

ML Research Engineer — Wargaming Group **01/2024 – 06/2024**

- **Offline RL** Trained different Offline RL policies (IQL, CQL, BC, AWAC) on big logged real game data (appr. 100GB) of the World of Tanks Game as well as on simplified World of Tanks Environment (Simulation, Grid Game).
- **Off-Policy Evaluation (OPE):** Collaborated with R&D to validate RL agent performance using OPE, on World of Tanks simplified enviroment.
- **OPE Case Study** Develop a OPE repo fro running OPE (FQE, Model-Based Dynamics, Importance Sampling) for evaluating Offline RL policies (d3rlpy, torch)
- Benchmarked the OPE pipeline for **Halfcheetah** and **World Of Tanks** environments, to validate and compare performance.

Teaching Assistant — University of Cyprus **01/2025 – Present**
Assisted in "Computational Neuroscience" masters course in English. Delivered tutorials on HHsim, Neuron, and Brian tools; graded assignments and mentored students.

Data Scientist Intern — AC Goldman Solutions **06/2020 – 08/2020**

GOLDMAN
Solutions & Services

- Developed a Credit Scoring Machine Learning model for the banking sector.
- Implemented XAI techniques to interpret model decisions and built a Flask-based UI.

Education

MSc in Artificial Intelligence — University of Cyprus **2022 – 2024**
General Grade: **8.94/10**. (Taught in English)
Thesis: "Offline Reinforcement Learning in World of Tanks". Conducted in collaboration with Wargaming Group (see Work Experience).

BSc in Computer Science — University of Cyprus **2017 – 2021**
General Grade: **8.31/10**.
Focused on Computational Intelligence, Information Retrieval, and Probability Statistics.

Ioannis Pastellas

AI & Machine Learning Engineer

About Me ——————

AI & Machine Learning Engineer with an MSc in Artificial Intelligence and expertise in building full-stack AI solutions and research. Keen on Learning more about AI and especially Agentic Systems, Reinforcement Learning, AI safety. My vision is to help optimize Society through Artificial Intelligence.

Certifications ——————

- **Practical RL (Honors)**
  HSE University (Coursera)
- **AI Infrastructure and Operations Fundamentals**
  NVIDIA (Coursera)
- **DevOps, DataOps, MLOps**
  Duke University (Coursera)
- **Learning How to Learn: Powerful mental tools to help you master tough subjects**
  Deep Tech Solutions (Coursera)
- **CyberHOT Summer School**
  Cybersecurity Hands-on Training

Key Courses ——————

Machine Learning (9.5/10)

Natural Language Proc. (9.0/10)

AI Ethics (9.0/10)

Algorithms & Complexity (9/10)

Interests ——————

♫ Electric Guitar (Self-Taught)
  Football

Personal Projects

SyntraFit (AI Fitness Agent) ⤢   *React Native, FastAPI, AWS* **Mobile App**
Developed an AI-driven fitness agent published on the App Store. Integrated LLMs via LangChain and Pinecone for personalized workout/nutrition planning. Built the mobile frontend with React Native and backend with Django/FastAPI.

SOCAIT: A Society of Agents ⤢   *Agents, Social Optimization,* **Reasoning**
Developing a "society" of AI agents to help optimize our society. By building AI-first products that augment humans, and creating open source AI agents that contribute to Societal Optimization

Publications

2024	**AI-fuelled Dimensioning and Optimal Resource Allocation of 5G/6G Wireless Communication Networks** *P. Papaioannou, **I. Pastellas**, C. Tranoris, S. Karagiorgou, S. Denazis* IEEE MeditCom (pp. 413-418)
2024	**Adversarial Explanations for Informed Civilian and Environmental Protection** *T. Anastasiou, **I. Pastellas**, S. Karagiorgou* IEEE International Conference on Big Data (pp. 2672-2681)
2025	**Explanation-Driven Adversarial Attacks against Multimedia Edge Applications** *T. Anastasiou, **I. Pastellas**, S. Karagiorgou, M. Konidi* 6th International Conference in EEITE, Greece
2025	**Adaptive Policy-Driven Network Intelligence for Edge-to-Cloud Continuum** ***I. Pastellas**, S. Karagiorgou, M. Konidi* 31st ICE IEEE/ITMC Conference (Valencia, Spain)

Awards

Highest Overall Grade   Lanitio Lyceum **Academic**
Awarded for achieving the highest overall grade in Mathematics & Physics in the school year.