Thanassis Papadopoulos   Curriculum Vitae

Personal Information	**DoB**	22/10/1997
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I am an IT graduate with working experience in a corporation environment, as well as in the catering and freelance fields for a total of 7 years. Having worked in these sectors, I'm used to working in fast-paced environments and under pressure, trying to be as efficient as possible.

My passion and future goal is to be able to work full-time in the IT field. I'm currently a MSc student in the field of Data Science at the Athens University of Economics and Business.

Skill Highlights

- Determined
- Efficient under pressure
- Problem solving
- Hard worker
- Time management
- Avid learner

Education

Bachelor of Science: **Department of Informatics** - 2022
University of Piraeus, Piraeus, Athens (7.86/10)

Ongoing:
Master of Science: **Data Science - Department of Informatics, Department of Statistics
Athens University of Economics and Business (AUEB)**, Athens

Languages

Greek – Native Speaker
English – Proficiency, University of Cambridge (Professional Working Experience, C2) 2013
English – Proficiency, University of Michigan (Professional Working Experience, C2) 2013
Chinese – HSK 3, Beijing Language and Culture University (No Working Experience, B1) 2017

Other

Driving License: A2, B
Military Service: Fulfilled

Certifications

Coursera Specializations

Statistics with Python
- Understanding and Visualizing Data with Python - University of Michigan (July,2023)
- Inferential Statistical Analysis with Python - University of Michigan (August,2023)
- Fitting Statistical Models to Data with Python - University of Michigan (August,2023)
  https://coursera.org/share/6c121d8d100751ce2cc005e1030d29dc

Coursera Courses

- Mathematics for Machine Learning: Linear Algebra – Imperial College London (August,2023)
  https://www.coursera.org/account/accomplishments/certificate/VXZLGGSFBJNY

- Mathematics for Machine Learning: Multivariate Calculus – Imperial College London (August,2023)
  https://www.coursera.org/account/accomplishments/certificate/XNB2CDEY8UCN

- Introduction to Databases – Meta (August,2023)
  https://www.coursera.org/account/accomplishments/certificate/XFF8H7V5DGWB

- Introduction to HTML5 University of Michigan (August,2023)
  https://www.coursera.org/account/accomplishments/certificate/9WJTKAMEJNJP

Technical Skills

Programming Languages	C#, Python
familiar with	C++, Java, JavaScript
Front End	
familiar with	HTML5, CSS
Operating Systems	Windows
familiar with	Linux and derivatives
Database Systems	PostgreSQL
familiar with	MySQL
Editing Software	Blender 3D
Game Engines	Unity Game Engine

Work Experience

Data Entry Specialist - 02/2019 to 09/2023
Volton Hellenic Energy SA, Athens, Greece

- Data entry and vetting for electricity contracts using ERP-CRM Systems.
- Use of queries to extract reports and tables.
- Production of MS Excels as workflow illustrations for training purposes.
- Training of new employees to the use of the Galaxy CRM (Singular Logic) and the company's vetting control procedure.

Waiter's Assistant - 01/2017 to 01/2019
Irida Hall Conference Center, Athens, Greece

Electrician's Apprentice - 11/2015 to 11/2016
Freelance, Athens, Greece

Projects

Interactive and Realistic 3D Environments with AI agents implemented in Unity Game Engine. (Degree Thesis, 2021)

Github: https://github.com/SahjiTP97/Degree-Thesis.git
Programming Languages: C#
IDE: Unity 5 Game Engine

- Developed a robust and extensible artificial intelligence system that syncs with characters' animations.
- Used state machine behaviors and animation curves to drive game logic.
- Designed smart NPCs (non-player characters) that interact with their world in realistic ways.
- Used fundamental game AI concepts like environment navigation, pathfinding, A*, state machines, animation state machines, etc.
- Imported and animated multiple characters in less time with animation re-targeting.
- Used ragdoll physics to support body part specific damage along with more realistic death animations (and re-animations).
- Prepared assets, models, and animations for the game.
- Learned how to use Unity's Mecanim system in conjunction with root motion animation and navigation mesh-based pathfinding.