Spyridon Kaperonis

Software Engineer

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Seeking a Software Engineer Intern position in Machine Learning, where I can utilize my programming skills and machine learning knowledge to develop and implement innovative solutions. I am eager to learn from experienced professionals and contribute my skills to a dynamic team.

EDUCATION

Master's in Applied Artificial Intelligence
Department of Electrical and Computer Engineering - Stevens Institute of Technology   Sep 2022 - Present
Bachelor's in Computer Science and Information Systems
Department of Computer Science and Information Systems - Northwest Missouri State University   Sep 2017 - May 2021

PROJECTS

English Language Proficiency Estimation
Feed Forward Neural Network, Support Vector Machine, Long Short Term Memory

- Worked in a team of three members to develop a system for language proficiency recognition
- Worked on Support Vector Machine and data pre-processing using data engineering techniques
- Developed a tree-like structure solution using binary classifiers to solve a multi-class problem
- Trained the model on 3911 essays written by 8th - 12th grade English language learners
- Delivered a model with overall 80% accuracy.

Detecting Sign Language for Communication with Deaf and Hard-of-hearing People.
Convolution Neural Network, Support Vector Machine, k-Nearest Neighbor

- Worked in a team of three members to develop a system for sign language recognition
- Worked on K-Nearest Neighbor algorithm using different distance metrics
- Trained the model on 27455 images of hand signs labeled with a number (0-25) to represent each letter from the alphabet
- Delivered a model with 80% accuracy.

Recognize Roads from Satellite Imagery
Generative Auto Encoder

- Developed a generative auto encoder model to recognize roads on satellite images
- Trained the auto encoder on 6250 satellite images
- Successfully predicted roads on test images

Tennis Social Network Mobile App
NodeJs, ExpressJs, React Native, MySQL

- A mobile application with purpose to connect people
- Designed the front end, database and back end
- Three sides. Players, Coaches, and Clubs

Textbook Check Out and Check In System
Java, JavaScript, Spring Boot

- Developed a book management system for NWMSU textbook service
- Cooperated in a small agile team of 8 members to deliver separate parts of the project
- Leveraged UX/UI principles on the front end

TECHNICAL SKILLS

Programming Languages	Python, Javascript, Java, SQL
Mobile Technologies	Android, React Native
Frameworks	NodeJs, ExpressJs, ReactJs, React Native
ML Frameworks	Tensorflow
Libraries	Numpy, Sklearn, Matplotlib, Pandas
Version Control Systems	Git, BitBucket, Github
Databases	MongoDB, MySQL
IDEs/Editors	Visual Studio, PyCharm, Jupyter Notebooks, Spyder
Operating Systems	Linux, Windows