

Yiannis Charalambous

Computer Scientist

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Education

- Studying for a BSc Computer Science degree at The University of Manchester – First/Second Year GPA: First.
- Studied at IMS 2016-2018 – Computer Science/Physics/Math A-Level/IGCSE Grades: A.

Projects

- Participating in the creation of an AI that guides a robot through an obstacle course (2020).
 - Using an experimental cutting-edge spiking neural network super-computer called the [Spinnaker](#). Simulating the robot in an advanced virtual neurorobotics platform.
 - Using python to shape the neural network that will process the signals from the robot sensors and react by sending signals to the robot actuators.
- Recreated the [Shinobi arcade minigame](#) level in the [Godot game engine](#). Requiring the analysis of the original game and recreation in a modern environment (2020).
- Collaborated in a team that strived in the design and implementation of features and bug-fixes while meeting tight deadlines in the [Stendhal](#) MMO-RPG including over 200,000 lines of code (2019).
- Created [WebKitBuilder](#), a customizable PowerShell script that increases the creation speed of static webpages by at least 95% (2019).
- Lead the design and implementation of the back-end system of a social media website as part of a first-year team project (2018).
- Designed and developed a cipher text encryption program as part of an CS IGCSE project (2016).

Hard Skills

Programming

★★★★ - C, C++, C#, Java, Python

★★★ - HTML, CSS, Bash

★★ - Visual Basic, ARM ASM, PowerShell, PHP, MySQL

Game Engines

★★★★ - Unreal Engine 4, Godot

★★★ - Game Maker Studio

★★ - Unity

Tools & Frameworks

★★★ - Git, Make, GDB

★ - Latex, Jenkins

Additional

- Technical writing
- Mathematics: Linear Algebra
- General computer hardware knowledge
- Security analysis.
- Critical thinking/problem solving.
- Writes clean and commented code

Extracurricular Experiences

- Capture the Flag: Regularly participating in capture the flag competitions (BT Capture the Flag 2020 (5th place)).
- Penetration Testing/Cybersecurity Training: Practicing regularly on penetration testing websites/platforms and attending cybersecurity lectures ([Hack the Box](#), [TryHackMe](#), [Natas](#)).
- Hackathons: Participating regularly ([StudentHack](#) 2019).