

Alexandros Kalergis

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EDUCATION

MEng in Electrical & Computer Engineering

University of Patras, Patras, Greece

2018 – 2023

Top 2.9% of class

Courses: Human-Computer Interaction, Artificial Intelligence, Machine Learning, Virtual Reality, Robotics

Major: Cyber-Physical Systems

Thesis: Robot writing via Reinforcement Learning

EXPERIENCE

Software Engineer/Designer | Ainigma Technologies, Athens, Greece

Jan.2025 – Present

- Led product design for digital health and EU program applications, utilizing **Figma** for user flows and UI prototypes.
- Developed frontend features for a healthcare platform using **React** and **React Native**.
- Gained experience to overall product strategy and design decisions in cross-functional teams.

IT & Operations | Family Business, Volos, Greece

Jan.2024 – Dec.2024

- Supervised the digital presence of the business and managed IT requirements, ensuring optimal operation.
- Developed new ways to engage with customers, improving their overall experience which increased revenue by **23.8%**.
- Gained understanding of business operations, budget allocation, expense distribution, and revenue management.

Product Design Intern | BuildUpLabs, Lisbon, Portugal

Oct.2023 – Jan.2024

- Led the ideation, design and development of an AI digital product that suggests best business models using **Figma**.
- Developed a minimum viable product (**MVP**) using **Retool** and OpenAI API to ensure strategic objectives.
- Gained experience in digital product lifecycle, UX Design, coding, Agile methodologies, and collaboration skills.

ACADEMIC PROJECT HIGHLIGHTS

Robot writing via Reinforcement Learning `</code>` | Python, Reinforcement Learning

2024

- Designed and developed a 2-DOF robot using reinforcement learning algorithms (DQN) to learn handwriting.
- Gained experience with Python, NumPy, Tensorflow, PyTorch, Deep learning & Neural Network Architecture.
- Conducted research on multiple academic papers, enhancing research and analytical skills.

Supervising Professor: [Charalampos Bechlioulis](#)

Design & evaluation of a Navigation App `</design>` | Figma, UX Research

2023

- Evaluated the “Komoot” app using questionnaires, Keystroke-Level Model (KLM) & heuristic methods.
- Analyzed typical users using SUS Questionnaire and created detailed user personas & use scenarios.
- Designed a navigation app utilizing the PACT concept and the Hix-Hartson design model.

Supervising Professor: [Nikolaos Avouris](#)

Clustering using Support Vector Machines `</code>` | MatLab, Kernel Methods

2022

- Utilized Gaussian Kernel function to approximate the probability density of a uniformly distributed random variable.
- Engineered a classifier to distinguish between circles (●) and stars (*) using the Kernel Function.
- Designed a point (x, y) classifier employing KMeans & Optimum KMeans Algorithm.

Supervising Professor: [George V. Moustakides](#)

Image Recovery using GANs `</code>` | MatLab, Gradient Descent Algorithm

2022

- Reconstructed images with missing parts of handwritten numbers from MNIST dataset.
- Enhanced image recovery for noisy images through advanced Gradient Descent Algorithm.

Supervising Professor: [George V. Moustakides](#)

HONORS & AWARDS

Awarded an Honorable Mention in Artificial Intelligence Competition </credential>	2023
<ul style="list-style-type: none">◦ Designed and developed two robotic systems using reinforcement learning algorithms.◦ Gained experience with Python libraries like Tensorflow, NumPy, Keras, PyTorch for deep learning.◦ Researched multiple papers for the framework we proposed.	
Collaborator: Vassileios Kalaitzopoulos	

CERTIFICATIONS

Human-Computer Interaction <i>Interaction Design Foundation</i>	2025
Design Thinking <i>Interaction Design Foundation</i>	2025
User Experience Design <i>Interaction Design Foundation</i>	2025
Interactive Fiction <i>University of Patras</i>	2022

SKILLS

Programming Languages: Python, Matlab, JavaScript, Java, Prolog, HTML, Arduino, Verilog, L ^A T _E X
Frameworks/Tools: React, React Native, Git/GitHub, Docker, Figma, VS Code, SourceTree, PyCharm, Arduino IDE, Linux, AutoCAD, iWork, MS Office

LANGUAGES

Greek: Native Speaker
English: Proficient

VOLUNTEERING

IEEE Organization: Academic Team Member	2019 – 2020
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