Alexander Lelidis
Curriculum Vitæ

Personal details

Place of birth: Berlin, Germany

Date of birth: 31.05.1994

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Language skills

- German (mother tongue)
- English (business fluent)
- Spanish (basic knowledge)
- Bulgarian (basic knowledge)

Address:

Kaiserstuhlstr. 3
14129 Berlin
Germany

Employment

Software Engineer, Intern	**antavi GmbH**	**Fall 2014 - Spring 2016**

- Development of web based software for crowd analysis (js, python)
- Server implementation
- Web design

Software Engineer, Intern	**WeltWeitBau GmbH**	**Fall 2008 - Spring 2016**

- Development of software civil engineering informatics (vbs, java, c++)
- Automatisation of software quality assurance
- Web design and marketing

Education

Technical University Berlin	**Fall 2012 - April 2016**

B.Sc. in Computer Science (1.9)

ETH Zürich	**Thesis**	**Spring 2014 - Fall 2015**

B.Sc. exchange program and bachelor thesis

STRUCTURE-AWARE SURFACE RECONSTRUCTION WITH SPARSE MOVING LEAST SQUARES (1.0)

Werner-von- Siemens Gymnasium	**Summer 2006 - Spring 2012**

German Abitur (2,1)

Publications

- **Geometry Representations for Big Geometry Data with Unsupervised Feature Learning (2015):** Geometry data reduction by exploration of analyzing geometries via learning local geometry features

Technical Experience

Projects:

- **Nori web interface (**2016**).** Nori web interface is a web platform, functioning as a frontend for the Nori Raytracer. It contains a user management, scene loading and storing. Python (django), JS (angular & three.js).
- **Augmented reality chess** (2015). The goal of this project was to create a augmented reality board game by using a thermal camera. Python (openGL), C++ (ROS)

Languages and Technologies

- Python, java, HTML5 (JS & CSS3), C, C++, python, vbs, groovy, ruby, assembler, SQL, PHP
- angularJS, leaflet, fancybox, three.js, tornado, flask, django, openGL, ROS