Andreas **Paraskeva**

MSc Artificial Intelligence Student

Leiden, Netherlands

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Education

Leiden University *Leiden, Netherlands*

MSc Artificial Intelligence (120 ECTS) *Sep. 2021 - Exp. Jun. 2023*

Current GPA 8.44/10

Completed Courses Evolutionary Algorithms, Text Mining, Machine Learning, Advances in Data Mining, Introduction to Deep Learning, Reinforcement Learning, Bio-modeling, Advanced Deep Learning, Multicriteria Optimization & Decision Analysis, Modern Game AI Algorithms

University of Cyprus *Nicosia, Cyprus*

BSc Computer Science (240 ECTS) *Jan. 2017 - Jan. 2021*

GPA 7.90/10

Diploma Thesis "Smart Home and Internet of Things build using a Raspberry Pi", Grade: 9.50/10

Key Courses Object Oriented Programming, Computer Organization and Assembly Programming, Data Structure and Algorithms, Database Systems, Logic in Computer Science, Parallel Processing, Advanced Networks, Synthesis of Parallel Algorithms, Software Technology, Human-Computer Interaction

Experience

ICTOU Research Program, University of Cyprus *Nicosia, Cyprus*

Special Scientist – Researcher *Apr. 2021 - Aug. 2021*

- Worked on the development of a survey management (creation, admission and completion) portal for Office of Electronic Communications & Postal Regulations (OCECPR) and registered companies.
- Web development using Laravel (PHP Framework) and Vue.js (JavaScript Framework).

Cyprus Ministry of Defense (18-month service) *Nicosia, Cyprus*

Cyprus National Guard *Jul. 2015 - Jan. 2017*

Served at 23 EARM Athalassa (tank unit) and was promoted to Lance Corporal due to good behavior, hard work and commitment to my mission.

Skills

Machine Learning	TensorFlow, PyTorch, scikit-learn, numpy, pandas
Web Frameworks	React.js, Vue.js, Laravel
Programming Languages	Python, Java, C, SQL, Eloquent ORM, LaTeX, scripting (Bash)
Soft Skills	Teamwork, Communicational, Organizational, Analytical, Fast Learner
Languages	Greek (native), English (fluent)

Projects

Evolutionary Strategies Applying evolution strategy in order to solve a series of 24 minimization problems, which belong to the Black Box Optimization Benchmarking (BBOB) suite. [evolutionary-strategies-experimentation,]

Genetic Algorithms Solving the problems of *OneMax*, *Leading Ones* and *LABS*. [genetic-algorithms-experimentation]

Text categorization The newsgroups dataset used for categorization of news in 20 given topics. Approaches involved the following: Models (Naive Bayes, SVM, kNN), Transformer Types (Counts, TF and TF-IDF). [text-categorization]

Sequence Labeling W-NUT was used for training a Name Entity Recognition (NER) classifier. [sequence-labelling]

Locality Sensitive Hashing Netflix user similarity identification using LSH technique and three similarity measurement algorithms (dataset based on Netflix Prize challenge). [locality-sensitive-hashing]

Recommender System Movie recommendation system, using the MovieLens 1M dataset. Implementations included five different Naive approaches and a UV matrix decomposition. [recommender-systems]

Tell the time CNN Various CNNs to predict the time from a collection of images of analog clocks. [tell-the-time]

Adversarial Attacks Experimentation with SOTA image NN, such as ViT and Perceiver-IO, and explore different white-box and black-box adversarial attacks. [shrimps-research]

***PacMan* Maze Generator** using a genetic algorithm and customized fitness metrics. [pacman-maze-generator-ga]

Policy-based RL Implementation of several policy-based algorithmic approaches, including CMA-ES on *Gym* environments (*CartPole* and *LunarLander*). [policy-based-rl]