Antonis Skarlatos

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Education

2021 - Present **PhD in Theoretical Computer Science**.

- University of Salzburg
- Supervisor: Prof. Sebastian Forster

2018 - 2021 Graduate Student in Theoretical Computer Science, CGPA: 9.63/10.

- (2.5 years) Department of Informatics and Telecommunications, Department of Mathematics, School of Electrical and Computer Engineering
 - National and Kapodistrian University of Athens, National Technical University of Athens
 - Thesis: Approximation Algorithms for the Precedence Constrained Minimum Knapsack and Capacitated Covering Integer Programs
 - Supervisor: Prof. Stavros Kolliopoulos

2014 - 2018 Undergraduate Student in Computer Science, CGPA: 8.43/10.

- Department of Informatics and Telecommunications
- National and Kapodistrian University of Athens
- Thesis: Algorithms and Parameters Related to Treewidth
- Supervisor: Prof. Stavros Kolliopoulos

Summer School Computer Science Student at the Cornell, Maryland, Max Planck Predoctoral Research School 2020.

- Attended lectures and interacted with internationally leading scientists.
- Exposed to state-of-the-art research and discussed how to pursue an academic or industrial research career in computer science.

Work Experience

Internship Student Researcher at Max Planck Institute for Informatics, November 2020 - April 2021.

- We developed an exact polynomial-time algorithm for computing the minimumperimeter intersecting polygon of possibly intersecting segments in the plane.
- Supervisors: Prof. Antonios Antoniadis, Prof. Sándor Kisfaludi-Bak

Freelancing Freelance Projects.

- Part-time freelance projects in C, C++, Java, Python, PHP, JavaScript.

Open source chat **Ting**.

- Ting (https://github.com/dionyziz/ting) is primarily created for educational purposes. It uses DJANGO for the back-end and REACT.JS for the front-end.

University Projects Machine Learning and Big Data.

- Used the scikit-learn library in Python for classifying articles.
- Used the Locality-Sensitive Hashing (LSH) technique for finding the closest curves based on a distance.
- Used the LSH technique with minhashing for identifying families based on their internet connection.

Publications

Authors are listed in alphabetic order.

SODA 2025 **Dynamic Consistent k-Center Clustering with Optimal Recourse**.

- Authors: Sebastian Forster, Antonis Skarlatos
- Symposium on Discrete Algorithms

SODA 2024 Dynamic Algorithms for k-Center on Graphs.

- Authors: Emilio Cruciani, Sebastian Forster, Gramoz Goranci, Yasamin Nazari, Antonis Skarlatos
- Symposium on Discrete Algorithms

GandALF 2023 Fast Algorithms for Energy Games in Special Cases.

- Authors: Sebastian Forster, Antonis Skarlatos, Tijn de Vos,
- 14th International Symposium on Games, Automata, Logics, and Formal Verification

ESA 2023 Bootstrapping Dynamic Distance Oracles.

- Authors: Sebastian Forster, Gramoz Goranci, Yasamin Nazari, Antonis Skarlatos
- 31st European Symposium on Algorithms

ESA 2022 Computing Smallest Convex Intersecting Polygons.

- Authors: Antonios Antoniadis, Mark de Berg, Sándor Kisfaludi-Bak, Antonis Skarlatos
- 30th European Symposium on Algorithms

WAOA 2021 Precedence-Constrained Covering Problems with Multiplicity Constraints.

- Authors: Stavros G. Kolliopoulos, Antonis Skarlatos
- 19th Workshop on Approximation and Online Algorithms, 2021

Technical Skills

Prog. Languages C, C++, Python (Preferred)

Prog. Languages Java, C#, PHP, Prolog, Haskell, JavaScript, SQL (Also used)

Skills Algorithms, Data Structures, Graph Theory

Extracurricular Activities

- Introduced sorting algorithms to high school students from Austria during a course held at the University of Salzburg.
- Introduced basic algorithmic techniques to high school students from Greece as part of the Greek Summer School, which prepared them for competitive programming.
- Presented principles of Theory of Computation and Turing machines to high school students.

Hobbies and Interests

Computer Science Solving algorithmic problems and participating in competitions online (Compet-

itive Programming). Achievements include qualifying for Round 2 of Facebook

Cup in 2016, 2017, 2018.

Others Music, guitar, football (soccer), travelling.