# Andreas **Panayiotou**

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## **EDUCATION University of Cyprus**

PhD Computer Science

**Topic:** Populated Virtual Environments

## **University of Cyprus** Nicosia, Cyprus • 01/2021 - 06/2022

MSc Computer Science

Thesis: Crowd simulation by Deep Reinforcement Learning

### **University of Cyprus** Nicosia, Cyprus • 01/2017 — 01/2021

**BSc Computer Science** 

Thesis: Shift scheduling software and mobile application

for Ambulance Service Cyprus

## WORK Research Associate, CYENS - Centre of Excellence **EXPERIENCE**

V-EUPNEA MRG: Living, Breathing Virtual Worlds

- **Crowd Simulation**
- **Machine Learning**
- **Computer Animation**

# **Internship, CYENS - Centre of Excellence**

V-EUPNEA MRG: Living, Breathing Virtual Worlds

- Teaching Virtual Crowds How to Behave
- Unity3D | ML-Agents Toolkit | TensorFlow
- **Imitation and Reinforcement Learning**
- **Character Animation**

# Internship (IT Department), Bernhard Schulte **Shipmanagement (BSM)**

- Support company core network
- Provide technical support to employees
- Communicate with company partners located abroad to learn the use of maritime software
- Upgrade and repair of computer hardware

#### **CERTIFICATES Machine Learning Specialization**

DeepLearning.AI

• Supervised Machine Learning: Regression and Classification • Advanced Learning Algorithms • Unsupervised Learning, Recommenders, Reinforcement Learning

# **Internet of Things for IT Professionals**

SEnDIng - Sector Skills Alliance for the design and delivery of innovative VET programmes to Data Science and Internet of Things professionals

08/2022

01/2021

Nicosia, Cyprus • 09/2022 — Present

Nicosia, Cyprus • 09/2021 — Present

Nicosia, Cyprus • 06/2021 - 07/2021

Limassol, Cyprus • 06/2018 — 07/2018

September 2022

	Pure Mathematics A-Level Pearson Edexcel International	06/2014
	English as a second Language Cambridge International Examinations	06/2014
	Computing A-Level Cambridge International Examinations	06/2013
PUBLICATIONS	Andreas Panayiotou, Theodoros Kyriakou, Marilena Lemonari, Yiorgos Chrysanthou, and Panayiotis Charalambous. 2022. CCP: Configurable Crowd Profiles. In ACM SIGGRAPH 2022 Conference Proceedings (SIGGRAPH '22). Association for Computing Machinery, New York, NY, USA, Article 53, 1–10. doi.org/10.1145/3528233.3530712	
LANGUAGES	Greek (native), English (fluent)	
TECHNICAL SKILLS	Languages: C, C++, C#, Python, Java, Pascal, ARMv8, Prolog Programming Tools: Unity3D, Unreal Engine, Visual Studio, PyCharm, Eclipse, Git Web/Mobile Development: HTML, CSS, JavaScript, PHP, Node.js, Bootstrap, Apache Cordova, XA Operating Systems: Microsoft Windows, Linux, Unix Other: TensorFlow, OpenGL, OpenCV, NetworkX, ZeroMQ, OOP, UML, SQL	AMPP
SOFT SKILLS	Problem-solving, Decision Making, Teamwork, Communication, Time management, Active lister Creativity, Adaptability, Responsibility	ning,
REFERENCES	Available upon request.	