Andreas **Panayiotou**

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EDUCATION

University of Cyprus, PhD Computer Science — Sep 2022 – Present
- **Topic:** Intelligent Heterogeneous Crowds
- **Lab:** UCY Graphics and Extended Reality

University of Cyprus, MSc Computer Science — Jan 2021 – Jun 2022
- **Thesis:** Crowd simulation by Deep Reinforcement Learning

University of Cyprus, BSc Computer Science — Jan 2017 – Jan 2021
- **Thesis:** Shift scheduling software and mobile application for Ambulance Service Cyprus

WORK EXPERIENCE

Univeristy of California, Riverside, Visiting PhD Student — Sep 2024 – Dec 2024
- **Group:** Motion Planning Lab
- **Topics:** Crowd Simulation, Generative AI, Graph Machine Learning, Computer Graphics

CYENS - Centre of Excellence, Research Associate — Sep 2021 – Present
- **Group:** V-EUPNEA: Living, Breathing Virtual Worlds
- **Topics:** Computer Graphics, Machine Learning, Virtual Environments
- **Horizon2020 Projects:** SHARESPACE: VR, XR, AI | ReInHerit: Computer Game Technologies

CYENS - Centre of Excellence, Internship (Research) — Jun 2021 – Jul 2021
- **Group:** V-EUPNEA: Living, Breathing Virtual Worlds
- **Topics:** Crowd Simulation, Deep Learning, Unity, Character Animation

Bernhard Schulte Shipmanagement (BSM), Internship (IT Department) — Jun 2018 – Jul 2018
- **Topics:** Computer Networking, Maritime Software, Client Support

PUBLICATIONS

Panayiotou, A., Aristidou, A. Charalambous, P. (2024). CEDRL: Simulating Diverse Crowds with Example-Driven Deep Reinforcement Learning. Accepted at EUROGRAPHICS 2025.

Panayiotou, A., Kyriakou, T., Lemonari, M., Chrysanthou, Y., and Charalambous, P. (2022). CCP: Configurable Crowd Profiles. In ACM SIGGRAPH 2022 Conference Proceedings. Association for Computing Machinery. https://doi.org/10.1145/3528233.3530712

Kyriakou, T., de la Campa Crespo, M.Á., **Panayiotou, A.**, Chrysanthou, Y., Charalambous, P. and Aristidou, A. (2024), Virtual Instrument Performances (VIP): A Comprehensive Review. Computer Graphics Forum, 43: e15065. https://doi.org/10.1111/cgf.15065

Lemonari, M., Charalambous, P., **Panayiotou, A.**, Chrysanthou, Y., and Pettré, J. (2024). Behavioral Landmarks: Inferring Interactions from Data. In Eurographics 2024 - Posters. The Eurographics Association. https://doi.org/10.2312/egp.20241039

CERTIFICATES

Machine Learning Specialization, DeepLearning.AI — Aug 2022
- **Topics:** Supervised Machine Learning: Regression and Classification, Advanced Learning Algorithms,

Unsupervised Learning, Recommenders, Reinforcement Learning

Internet of Things for IT Professionals, SEnDIng Jan 2021

Pure Mathematics A-Level, Pearson Edexcel International Jun 2014

Computing A-Level, Cambridge International Examinations Jun 2013

LANGUAGES

Greek (native), **English** (fluent)

TECHNICAL SKILLS

Languages: C, C++, C#, Python, Java, Pascal, ARMv8, Prolog
Programming Tools: Unity3D, Unreal Engine, Blender, Visual Studio, PyCharm, Eclipse, Git
Web/Mobile Development: HTML, CSS, JavaScript, PHP, Node.js, Bootstrap, Apache Cordova, XAMPP
Other: TensorFlow, PyTorch, OpenGL, OpenCV, NetworkX, ZeroMQ, OOP, UML, SQL

SOFT SKILLS

Problem-solving, Decision Making, Teamwork, Communication, Time management, Active listening, Creativity, Adaptability, Responsibility

REFERENCES

Available upon request.