

Andreas Panayiotou

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EDUCATION

University of Cyprus

PhD Computer Science

Nicosia, Cyprus • 09/2022 — Present

Topic: Populated Virtual Environments

University of Cyprus

MSc Computer Science

Nicosia, Cyprus • 01/2021 — 06/2022

Thesis: Crowd simulation by Deep Reinforcement Learning

University of Cyprus

BSc Computer Science

Nicosia, Cyprus • 01/2017 — 01/2021

Thesis: Shift scheduling software and mobile application for Ambulance Service Cyprus

WORK EXPERIENCE

Research Associate, CYENS - Centre of Excellence

V-EUPNEA MRG: Living, Breathing Virtual Worlds

Nicosia, Cyprus • 09/2021 — Present

- Crowd Simulation
- Machine Learning
- Computer Animation

Internship, CYENS - Centre of Excellence

V-EUPNEA MRG: Living, Breathing Virtual Worlds

Nicosia, Cyprus • 06/2021 — 07/2021

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

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

Limassol, Cyprus • 06/2018 — 07/2018

- 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

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

01/2021

Pure Mathematics A-Level

Pearson Edexcel International

06/2014

PUBLICATIONS **Andreas Panayiotou**, Theodoros Kyriakou, Marilena Lemonari, Yiorgos Chrysanthou, and Panayiotis Charalambous. 2022. CCP: Configurable Crowd Profiles. In Special Interest Group on Computer Graphics and Interactive Techniques Conference Proceedings (SIGGRAPH '22 Conference Proceedings), August 7–11, 2022, Vancouver, BC, Canada. ACM, New York, NY, USA, 10 pages.
<https://doi.org/10.1145/3528233.3530712>

LANGUAGES Greek, English

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, XAMPP
Operating Systems: Microsoft Windows, Linux, Unix
Other: TensorFlow, OpenGL, OpenCV, NetworkX, ZeroMQ, OOP, UML, SQL

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