# 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.**, 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.