

# Charis Filis

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## Summary

As a graduate of the Polytechnic School of Aristotle University of Thessaloniki with a diploma in Electrical and Computer Engineering, I have a strong foundation in artificial intelligence, deep learning, and their applications in computer vision, computer graphics, large language models, data analysis, and image/video processing. My expertise extends to computer architecture, embedded systems, robotics, and operating systems, enabling me to work across various AI-driven domains. Additionally, I have a keen interest in cybersecurity, particularly at the intersection of AI and security. Beyond my academic and professional pursuits, I actively explore game and web development, AI applications, and IoT innovations. I am eager to contribute my skills and passion for AI to drive innovative solutions in your team.

## Education

**M.Eng.(Integrated Master) in Electrical Engineering & Computer Science,** Oct. 2017 – Dec. 2023  
Aristotle University of Thessaloniki

- GPA: 7.5/10
- Diploma Thesis (Grade 10/10): 3D Implicit Neural Surface Reconstruction from images using deep neural networks with emphasis on encoding high frequency 3D content (available at: <https://ikee.lib.auth.gr>)
- **Coursework:** Software Engineering, Computer Architecture, Deep Neural Networks, Data Analysis, Digital Image/Video Processing, Biomedical Engineering, Parallel and Distributed Systems, Operating Systems, Robotics, Embedded Systems, Databases, Cybersecurity

**M. Sc. Communication Networks and Cybersecurity,** Oct. 2024-[Suspended until  
Aristotle University of Thessaloniki Oct. 2025]

## Experience

**Software/ML/Network Engineer Intern,** LOCEYE IKE (<https://www.loceye.io/>) Oct. 2021 – Feb. 2022

- Reworked Deep Learning models for eye-tracking, face-landmarks
- Provided network engineering and communications configuration(IT) services
- Software maintenance of the company's application server (Django Framework, MongoDB)
- Creation of Docker Containers for hosting the application

## Projects

**Implicit 3D Neural Surface Reconstruction with HF 3D Content Encoding** [github.com/HashModNFFBanks-IDR](https://github.com/HashModNFFBanks-IDR)

- Developed a deep learning codebase in Python that can accurately reconstruct 3D objects with Texture using only some images to supervise the process
- Tools Used: PyTorch, CUDA, Computer Graphics Principals (Sphere Tracing, 3D rendering, etc.)

**GitHub Repositories** [github.com/repositories](https://github.com/repositories)

- Developed a collection of repositories including school work and personal projects in areas of computational intelligence, computer graphics, neural networks, parallel and distributed system projects, etc.
- Tools used: C, C++ , Java, Python, Matlab, JavaScript, Bash Script, MIPS Assembly

## Technologies

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**Programming Languages:** Python, Java, C/C++, Shell, **Development & Deployment:** Docker, Nginx, AWS, JavaScript, SQL, Matlab/Octave, Google Cloud, Git

**Frameworks & Libraries:** PyTorch, OpenCV, CUDA, TensorFlow, Keras, Scikit-learn, Django, Flask, FastAPI, Node.js, Express, React.js

**Databases:** PostgreSQL, MySQL, MongoDB

**Embedded Systems & Hardware:** Arduino, Raspberry Pi, STM32 Nucleo, Orcad-CIS Capture

## Certifications

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"Node.js, Express, MongoDB & More: The Complete Bootcamp" (Udemy),  
Deep Learning and Computer Vision (AIIA)

## Conferences, Seminars & Workshops

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Computer Vision and Machine Learning (CVML) Seminar — AIIA	08/2022
SMAuto Workshop   DSL on IoT — ISSEL	07/2023
Locsys Workshop   No Code IoT — ISSEL	12/2023
Beginner & Intermediate Arduino Workshop — IEEE SB DUTH	03/2018, 04/2019
11 and 12th Student Conference in Electrical & Computer Engineering, Thessaloniki	04/2019, 04/2021

## Competitions

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Programming Competition Let's Have a Hackathon — Microsoft Student Partners Community	12/2018
European BEST Engineering Contest (Team Design)	02/2019

## Additional Information

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

**Participation in Research Networks:** Involved in machine learning research (e.g., SVM, Lasso regression) and contributed to tutoring efforts through workshop organization as a member of the IEEE Student Branch at AUTH (2018–2019)