

GEORGE ALEXIOU

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Useful Links:

github.com/georgealexiou

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EDUCATION

University of Southampton

October 2018 - Present

MEng Computer Science

Notable Modules: Algorithmics, Intelligent Systems, Programming Language Concepts, Theory of Computing, Principles of Cyber Security, Computational Biology, Intelligent Agents, Machine Learning Technologies, Computational Finance, Biometrics

HAEF (Hellenic American Educational Foundation) - Psychico College

September 2016 - May 2018

International Baccalaureate

Higher Level: Mathematics , Physics , Computer Science

Standard Level: Business Management, English A (Lang & Lit), Modern Greek A (Lit)

WORK EXPERIENCE

MediaKind

June 2021 - September 2021

Software Engineering Intern

Was tasked with managing and developing an API used to display the status of the company's media streaming system with specific information such as video quality, packet loss or audio quality

Active Computer Systems SA

June 2020 - August 2020

Web Developer

Was tasked with the complete restructuring of the company's e-shop both on the back-end and front-end. Used Magento Framework to build the database as well as custom plugins.

Forthnet

July 2018

IT Support Specialist Intern

Performed setup and essential maintenance for employees computers including hardware replacements. Preparation of employees workstation involving the creation of new intranet accounts, personal telephone lines and the arrangement of their desk space. Assisted in the debugging and resolving of network and server issues

Converge ICT Solutions

July 2016

Web Developer Intern

Created custom web-page templates used for the promotion of the companys projects and customer web pages. Also undertook smaller projects that gave me insight into web development for the first time.

RELEVANT SKILLS

- Comfortable with Java, Swift C# and Python. Firm grasp of many programming concepts
- Comfortable with Haskell, Shell-Script and SQL
- Experience with working in a UNIX environment
- Currently learning Flutter which is a cross platform app development framework using the Dart Programming Language
- Excellent team-working and communication skills due to experience with agile development
- Great lateral thinker and problem solver

PROJECTS

Automatic People Counting Camera

September 2021 - January 2022

Part 4 Group Design Project

Grade: First Class (76/100)

- *Creation of an automatic people counting algorithm that identifies individuals in a scene using technologies such as YOLOv4*
- *Development of a front-end NodeJS based Controller to display certain statistics of our algorithm*
- *Creation of small device based on the NVIDIA Jetson that will be able to be mounted and act as a CCTV that is also able to track and count individuals in a scene*

AI-based Procedural Content Generation (PCG) in games

September 2020 - June 2021

Part 3 Individual Project

Grade: First Class (75/100)

- *Development of a generator and SAT based solver for numberlink puzzles*
- *Evaluation of generator and solver performance based on different puzzle parameters*
- *Evaluation of different PCG approaches and how each can offer different levels of performance*

Project Spotlight

February 2020

Hack the South 2020 Hackathon

- *Development of a trackpad that enables the user to control their mouse from their mobile device*
- *Development:*
 - *Python back-end and Java front-end (Android Application)*
 - *TCP socket communication used to transfer packets from the mobile device to the computer with the relevant information*
 - *Multithreading on both client and server allows for the continuous flow and parsing of packets*

Runway Re-Declaration Project

January 2020 - May 2020

Software Engineering Group Project

Grade: High 2:1 (69/100)

- *Determine Runway parameters as specified by the Civil Aviation Authority (CAA)*
- *Provide visualizations of the Airport runway 3D as well as export 2D images of top-down and side view of the runway*
- *Import Data to our System using XML Files*
- *Recalculate airplane takeoff/landing path based on obstacles in the runway as well as the CAA parameters*

ACHIEVEMENTS AND INTERESTS

Interests:

- Interest in new technological advancements such as new hardware, software and frameworks
- Interest around graphics and AI and especially their application in game development
- Enthusiastic about cutting edge science being selected to visit CERN in Geneva
- Interested in photography and the composition of a good photo

Extra Curricular Activities:

- Secretary of the Artificial Intelligence Society at University of Southampton
- Vice President of Cyber Security Society at University of Southampton
- Hackathon Society at University of Southampton, actively participate in Hackathons
- Forensics Public Speaking Club: participated in multiple competitions for the debate and impromptu speaking events
- Entrepreneurship Club in which we developed an online marketplace for buying and selling clothes

Other:

- Completed online courses for Haskell and iOS Development
- Active GitHub member, working on university and other projects daily