

GEORGIOS LAZARIDIS

Computer Science Student

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CONTACT

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EDUCATION

Aristotle University of Thessaloniki | 2022 – Present
Bachelor in Computer Science

PROJECTS

Linear Regression with Gradient Descent

Implemented a Linear Regression model with Gradient Descent from scratch in Python, supporting both single and multiple features. Built cost function, gradient updates, and feature normalization without ML libraries, and tested on house price prediction datasets while visualizing cost convergence to validate results.

Car Management Android Application

Developed an Android app in Java using SQLite to manage car data, track trips, and compare fuel consumption across vehicles. Designed interactive GUI's for easy data entry and visualization, strengthening skills in Android development, SQL, and database integration.

Endless Runner Game

Developed an endless runner game in Unity inspired by Subway Surfers, implementing game logic for player movement, obstacles, scoring, and progression. Enhanced presentation by creating a coin asset in Blender, designing a logo in Photoshop, and composing a simple soundtrack in Audacity.

SKILLS

Programming Languages: Python, SQL, Java, C++, C, C#, Object-Oriented Programming
Machine Learning & Data Analysis: Supervised & Unsupervised Learning, Linear & Logistic Regression, Gradient Descent, Regularization, Neural Networks
Version Control: Git, GitHub
Databases: SQLite, MySQL
Productivity Tools: Microsoft Office Suite (Word, Excel, Access, PowerPoint)

CERTIFICATES

Machine Learning Specialization
DeepLearning.AI

Vellum Diploma in IT Skills Standard and Proficiency Level
Vellum Global Educational Services

VOLUNTEERING

Το Χαμόγελο του Παιδιού – The Smile of the Child | 2023 – 2024
Supported vulnerable children and families through community initiatives, building teamwork and communication skills