# ORESTIS MELKONIAN

#### Personal Data

PLACE | DATE OF BIRTH: Athens | 3 December 1992

EMAIL: melkon.or@gmail.com WEBSITE: omelkonian.github.io

**EDUCATION** 

SEPT 2017 - JUL 2019 M.Sc. in COMPUTING SCIENCE

**Utrecht University**, The Netherlands

Current GPA: 8.95/10

Specialization: Programming Technology

Supervisors: Wouter Swierstra (UU), Manuel Chakravarty (IOHK) Thesis: Formal Investigation of the Extended UTxO Model in Agda

OCT 2010 - APR 2016 B.Sc. in COMPUTER SCIENCE

National and Kapodistrian University of Athens, Greece

GPA: 8.6/10

Specializations: Knowledge and Data Management, Software Supervisors: Panos Rondogiannis, Angelos Charalambidis Thesis: RHEA - A Reactive, Heterogeneous, Extensible and Abstract

Framework for Dataflow Programming [pdf, git]

FEB 2014 - Jul 2014 Erasmus exchange student in Computer Science

Universita della Svizzera Italiana, Lugano, Switzerland Coordinators: Ioannis Emiris, Marc Langheinrich

**WORK EXPERIENCE** 

JAN 2019 - JUL 2019 Haskell Developer (part-time)

QBayLogic, Enschede, The Netherlands

Implementing a GUI to inspect optimization steps in the  $C\lambda$ ash compiler

Supervisor: Christiaan Baaij

DEC 2017 - DEC 2018 Haskell Developer (part-time)

Utrecht University, The Netherlands

FORMALZ: A tower-defence game for learning Hoare-style specifications Developed the SMT-based checker between teacher and student formulas

Supervisor: Wishnu Prasetya

Jun 2017 - Aug 2017 Research Intern

Max Planck Institute for Software Systems (MPI-SWS), Kaiserslautern, Germany

Software Analysis & Verification Group

Proof mechanization of a novel C/C++11 memory model in Coq

Supervisor: Viktor Vafeiadis

MAY 2016 - MAY 2017 Technical Intern (Backend Web Developer)

CERN, Geneva, Switzerland

INVENIO project: Image auto-tagging for the Cern Document Server (CDS)

Supervisor: Ludmila Marian

OCT 2015 - APR 2016 Research Intern

National Center for Scientific Research "Demokritos", Athens, Greece

Software & Knowledge Engineering Laboratory (SKEL)

Design and implementation of a dataflow framework for robotics

Supervisor: Angelos Charalambidis

#### **RESEARCH INTERESTS**

- Functional Programming
- Programming Languages, Semantics
- Type Systems, Formal Semantics
- Verification, Formal Methods
- Compilers, Static Analysis
- Category Theory
- Proof Theory, Theorem Provers
- Algorithmic Music

#### **PUBLICATIONS**

• Having Fun in Learning Formal Specifications [paper]

Wishnu Prasetya, Craig Leek, Melkonian Orestis et al.

Proceedings of the 41th International Conference on Software Engineering: Software Engineering Education and Training. ACM, 2019.

• RHEA: A Reactive, Heterogeneous, Extensible and Abstract Framework for Dataflow Programming [paper]

Melkonian Orestis, Charalambidis Angelos

Proceedings of the 5th ACM SIGPLAN International Workshop on Reactive and Event-Based Languages and Systems. ACM, 2018.

• D³ as a 2-MCFL [paper]

Kogkalidis Konstantinos, Melkonian Orestis

Student Session Proceedings of the 30th European Summer School in Logic, Language and Information. Springer, 2018.

#### **AWARDS**

Apr 2019	Travel Grant
	School and Workshop on Univalent Mathematics, Birmingham, UK
Aug 2018	Registration Grant
	European Summer School on Logic, Language & Information (ESSLLI)
	Sofia, Bulgaria
Jul 2018	Travel Grant
	DeepSpec Summer School, Princeton, US
Jan 2016	Student Travel Grant
	Programming Language Mentoring Workshop (PLMW)
	POPL conference, Florida, US
Mar 2016	Student Travel Grant
	Meddays '16, Sophia-Antipolis, France

# **TALKS**

	REBLS@SPLASH '18, Boston, USA
Aug 2018	$D^3$ as a 2-MCFL
	ESSLLI '18, Sofia, Bulgaria
DEC 2015	A Streamful of Robots
	NCSR "Demokritos", Athens, Greece
DEC 2015	A Dataflow Approach to Robot Programming
	13th PL Seminar IEEE, Softlab, Athens, Greece

Nov 2018 RHEA: A Framework for Dataflow Programming

# **ACADEMIC PROJECTS**

COMPILERS   Adding impredicative types to the Glasgow Haskell Compiler (GHC) Technologies: Haskell, GHC, Type Checker  COMPUTER MUSIC   AlgoRhythm A Haskell library for algorithmic music composition Technologies: Haskell, Euterpea, Formal Grammars, Chaos Theory  META   MWS Framework for generating full-stack CRUD web apps Technologies: Scala, scala.meta, Play, Coffeescript, Angularys  EMBEDDED   Racketlog Prolog implementation embedded in Racket Technologies: Racket, Dr.Racket, Macros  COMPILERS   MiniJava A complete compiler for a pure subset of Java Technologies: Java, JavaCUP, JavaJTB, Visitor Pattern, IRIS Datalog  PROGRAMMING   LCI An interpreter for the λ-Calculus Technologies: C++, Recursive Descent Parsing  WEB SOFTWARE   Impero! A massive-multiplayer online turn-based strategy game Contributions: Random map generation, Gameplay logic, Client visualization Technologies: Agile Programming, SCRUM, Java, Javascript, MongoDB, REST, Create.js  LARGE SOFTWARE   SNAP Social Network Analysis Project Previous topic for ACM-SIGMOD programming contest Technologies: C++, GNUplot, Large CSV Datasets  PATTERN RECOGNITION   A morphological approach to text extraction from periodically repeated backgrounds Technologies: MPI, OpenMP, CUDA  COMPUTER GRAPHICS   Interstellar A 3-D game for asteroid avoidance Technologies: C/C++, OpenGL, Adobe Photoshop  COMPUTATIONAL   A GUI app of the sweep algorithm for line and parabolas intersection Technologies: Java, JFrame, Self-balancing trees		
META PROGRAMMING Technologies: Scala, scala.meta, Play, Coffeescript, AngularJS  EMBEDDED DSL Racketlog Prolog implementation embedded in Racket Technologies: Racket, Dr.Racket, Macros  COMPILERS MiniJava A complete compiler for a pure subset of Java Technologies: Java, JavaCUP, JavaJTB, Visitor Pattern, IRIS Datalog  PROGRAMMING LANGUAGES Technologies: C++, Recursive Descent Parsing  WEB SOFTWARE DEVELOPMENT Contributions: Random map generation, Gameplay logic, Client visualization Technologies: G++, Recursive Descent Parsing  LARGE SOFTWARE DEVELOPMENT SNAP Social Network Analysis Project Previous topic for ACM-SIGMOD programming contest Technologies: C++, GNUplot, Large CSV Datasets  PATTERN RECOGNITION A morphological approach to text extraction from periodically repeated backgrounds Technologies: C++, ImagXpress7, Borland C++ Builder  PARALLEL SYSTEMS Distributed image convolution using 3 different frameworks Technologies: MPI, OpenMP, CUDA  COMPUTER GRAPHICS Intersellar A 3-D game for asteroid avoidance Technologies: C/C++, OpenGL, Adobe Photoshop  COMPUTATIONAL A GUI app of the sweep algorithm for line and parabolas intersection	COMPILERS	
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LANGUAGES   Technologies: C++, Recursive Descent Parsing  Web Software   Impero! A massive-multiplayer online turn-based strategy game Contributions: Random map generation, Gameplay logic, Client visualization Technologies: Agile Programming, SCRUM, Java, Javascript, MongoDB, REST, Create.js  Large Software   SNAP Social Network Analysis Project   Previous topic for ACM-SIGMOD programming contest Technologies: C++, GNUplot, Large CSV Datasets  Pattern Recognition   A morphological approach to text extraction from periodically repeated backgrounds Technologies: C++, ImagXpress7, Borland C++ Builder  Parallel Systems   Distributed image convolution using 3 different frameworks Technologies: MPI, OpenMP, CUDA  Computer Graphics   Interstellar A 3-D game for asteroid avoidance Technologies: C/C++, OpenGL, Adobe Photoshop  Computational   A GUI app of the sweep algorithm for line and parabolas intersection	COMPILERS	
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	COMPUTER GRAPHICS	
		A GUI app of the <b>sweep</b> algorithm for line and parabolas intersection <i>Technologies:</i> Java, JFrame, Self-balancing trees

### LANGUAGES

GREEK: Native speaker

ENGLISH: Fluent, Certificate of Proficiency, University of Michigan

GERMAN: Intermediate, Zertifikat B1, Goethe Institute

FRENCH: Beginner, A2.1, Supercomm Suisse SA

# **EXTRA-CURRICULAR ACTIVITIES**

Music Instrument: Electric jazz guitar (Intermediate)

RGT Grade 6 (distinction)

UWLQ Level 3 Certificate in Music Performance(Grade 6), University of West London

Examiner: Adam Moore BA(Hons), MMus, PGCE, FLCM

Guitar Lessons, (Algorithmic) Music Composition, Films, Philosophy, Literature, Traveling