

VAIOS PANAGIOTOU

Athens, Greece | 6980092814 | vaios.panagiotoy@gmail.com

linkedin.com/in/vaios-panagiotou | github.com/Vaios-Panagiotou | vaios-panagiotou.github.io

EDUCATION

National and Kapodistrian University of Athens (NKUA)

Expected FEB 2027

B.Sc. Computer Science & Informatics

PROFILE

Computer Science student with a strong background in software engineering, algorithms, and systems programming. Experienced in developing real-world applications using Python and C/C++, including machine learning models and high-performance systems.

TECHNICAL SKILLS

Languages: Python, C, C++, JavaScript, SQL, Bash

Systems: Linux (Ubuntu), POSIX, Multi-threading, Memory Management, GDB

Networking: TCP/IP, Sockets, REST APIs

AI / ML: PyTorch, TensorFlow, scikit-learn, Hugging Face (BERT/DistilBERT), Word2Vec

Web & DB: React 18, PostgreSQL, JSON Server, Material UI

Tools: Git, GitHub, L^AT_EX

FEATURED PROJECTS

** All projects, even ones that are not highlighted here including full source code and documentation, are available on my [GitHub](#) and [personal website](#).*

- **BERT & DistilBERT Sentiment Classifiers** — Fine-tuned transformer models for tweet sentiment analysis; built preprocessing pipelines and embedding visualizations (t-SNE). Secured 1st place in both the **BERT** and **DistilBERT** tracks of the AI-2 DL for NLP 2025 Kaggle competitions.
- **Vampires vs Werewolves Game** — Developed a turn-based grid game in C++ featuring both terminal and SDL2 graphical interfaces, implementing custom pathfinding, combat mechanics, and a day-night cycle.
- **Robot Coins Optimization** — Designed and compared three algorithmic approaches (pure recursion, memoization, and iterative Dynamic Programming) in C to solve a grid-based maximization problem.
- **Berkeley AI Pacman** — Implemented A*, Minimax, Expectimax, CSP, and Reinforcement Learning agents for intelligent game decision-making.
- **Vamana Indexing** — Implemented graph-based approximate nearest neighbor search in C++ with multi-threading and optimized binary storage.
- **Care4Pets** — Built React 18 + Material UI veterinary dashboard using context API and REST-based JSON server.

ADDITIONAL INFORMATION

Languages: Greek (Native), English (Fluent – Michigan ECPE & ECCE)

Interests: AI Research, Algorithm Optimization, Systems Engineering, Open Source