


Curriculum Vitae



Athanasios Tsionas Computer Scientist

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 Greek

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 github.com/NasosTsionas

Languages

Greek: Native
English: C1 (TIE)

Skills

Programming Languages:
C#, C++, Java, Scala, Python, PHP

Web Development:
HTML, CSS, Javascript, Queries,
MongoDB, SQL, WordPress

AI Technologies:
ML, Keras, TensorFlow, CNN, LLM

Game Developing:
Unity, Unreal, Blender, Photoshop,
audacity

Other:
Git, Gitlab, Hadoop, Android, Docker,
GIS, T PowerBI

Strengths

Fast Learner, Team worker,
Communicative, Analytical thinker,
Problem solver

Hobbies

Trekking, Board-games, Cycling,
fencing, Developing video games

Work Experience

- 2023-now Freelancer Game Developer 9 months
Games on demand
Creating games from scratch, with constant communication with the client about the game's progress - Creation of promotional games
- Technologies: Unity, Kinect, C# - Top clients: Coca-Cola, Amita, Dove, Green Cola
- 2023-now Research Fellow 9 months
- Contacting scientific research on the use of serious games in business
- Working on European and national projects with multiple collaborators with main focus: Data regulations, digital transformation, data analysis and visualisation
- Technologies: Data visualization, Data analysis techniques, LLM, AI
- 2020-now Teaching Computer subjects 20 months
Vocational adult education
- Created or updated already existing lesson material
- Teaching Subjects: Web development, e-commerce, Office tools
- Teaching Programs: HTML, CSS, Javascript, PHP, Databases, SQL, Gimp, Python
- 2021-2022 European Medicines Agency data analytics trainee 10 months
- Literature review on the use of AI in Medicine regulation
- Lead project on: creating work indicators,
- Visualizing data, creating efficient workflow & project publicity
- Greatly improved my organization and leading skills
- Feb-Jun'19 Teaching Informatics at public Gymnasium 3 Months
- Basic principles of coding (Python, Scratch, basic code structure)
- Created classroom material

Publications

- 2023 17th European Conference on Games Based Learning (ECGBL)
"Educational story based game for capturing the learner's personality", Enschede Netherlands
- 2020 Hellenic AI Society Conference (SETN), Games and AI workshop
"Serious Game Development for the Diagnosis of Major Depressive Disorder Cases Using Machine Learning Methods", Athens

Education

- 2020-2023 University of Macedonia, Greece
- Master of Science in Artificial Intelligence and Data Analytics
- Python, sci-kit learn, Latex, R, TensorFlow, Keras, CNN
- Grade: 9/10
- 2014-2020 Aristotle University of Thessaloniki, Greece
- Bachelor in Computer Science (4-year course)
- Created projects using: Hadoop, Spark (Scala), Python, C, C++, Java, HTML/CSS/PHP, Android Studio
- Grade: 7.5/10

Certificates

- Teacher on CS subjects to students, Ministry of Education
- Teacher on CS subjects to adults, Ministry of Labour
- Certified in Basic Principles of Geographic Information Systems, ACTA

Engagement

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|-----------|---|---------|
| 2019-2020 | Created 3d puzzle video game Mackena [Unity] | 1 years |
| 2018 | Google Hash Code Participant
Our team was listed 1781/3012 globally and 30/65 in Greece.
- team score: 34.5M (top Score: 38.1M) | |
| 2018 | Volunteering work at Arktouros
Bear Protection Installations (Bear feeding, Shop keeping) | 2 weeks |