Christos Athanasiadis

Curriculum Vitae

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Born in Drama, Greece, 29/02/1988

Deep learning researcher with expertise in generative models affective computing and explainable AI.

Education

2016-2020 **Ph.D.**, *Maastricht University, Department of data science and knowledge engineering.*

- Thesis: *Emotion-aware, cross-modal domain adaptation in video sequences.*
- Conducted research in the intersection of AI, affective computing and Explainable AI (XAI). Using generative models (GANs, VAEs) to study audio-visual cross-modal relationships.
- Developed several machine learning frameworks in PyTorch for my dissertation and MaThiSiS Horizon 2020 project.
- Supervised bachelor and master students' Thesis developing serious games frameworks using Java.
- Communicated science with students.
- Disseminated research on conferences and interdisciplinary European project consortium.
- Collaborated with a diverse group of researchers.

2010-2012 **MSc**, *Aristotle University of Thessaloniki School of Informatics, MSc Digital Media and Artificial Intelligence.*

- Master thesis: Computational Intelligence techniques in Real-time-strategy(RTS) game StarCraft. Developed a data-driven based bot (developed in C++) using Neural Networks.
- Learned the foundation on AI applied to Digital media (multimedia & social media).
- Developed bots for TORCS (The Open Racing Car Simulator) using Neural Networks (Java).

2010 **BSc Computer Science**, *Aristotle University of Thessaloniki School of Informatics.*

Employment History

2020 - 2023 **Junior lecturer**, *University of Amsterdam, masters AI program.*

- Coordinating and managing a big group of professionals with diverse background and expertise.
- Designing courses structure, materials (tutorials, assignments, and lectures).
- Developing assignments for deep learning advances (Transformers, Generative models, Graph neural networks) and machine learning in PyTorch.
- Developing tutorials for explainable AI for computer vision and NLP (posthoc methods, LIME, explainable vision transformers, TCAV) using PyTorch.
- **List of courses**: Machine Learning, Deep Learning, Advanced Deep Learning, Information Retrieval, Explainable AI (XAI), Fairness Accountability Confidentiality & Transparency (F.A.C.T. AI) and NLP.
- Proud for a group of my students won the best paper award in the *ML Reproducibility Challenge 2022* `https://paperswithcode.com/rc2021` (under my supervision).

2016 - 2020 **Ph.D.**, *Maastricht University, PhD Candidate in Machine learning and Affective Computing.*

2013 - 2016 **Research Assistant**, *Center for Research and Technology Hellas Information Technology Institute (CERTH-ITI).*

- Conducted interdisciplinary research for various European projects.
- Developed several platforms and software for the Horizon2020 projects.
- Wrote deliverables and proposals for new grants.
- Collaborated with an international consortium of researchers and disseminate the results on digital media.
- Communicated the results with stakeholders with different background and expertise.

European projects

MaTHiSiS **Ph.D. candidate**, *Horizon2020 project on intelligent emotion-aware e-learning platform..*

- Conducted research & development on Emotion recognition and recommendation systems.
- Developed a recommendation system in order to propose learning items to the project's serious game platform.
- Disseminated the outcomes in various conferences and events organized for the project.
- `https://www.youtube.com/@mathisisproject725`

PATHway **Research Assistant**, *Horizon2020 project on helping elderly population in exercising..*

- Conducted research & development for a socially inclusive exercise session platform for Cardiac Rehabilitation (CR).
- Developed a software for stretching pose detection using SVM. Integrating the tool in the platform using C# and Unity.
- Developed a recording software to collect data and synchronize three different Kinect to create 3d representations.

Publications

ECCV2022: S.Ambekar, A.Ankit, D.Mast, Mark Alence, M.Tafuro and **C.Athanasiadis**, SKDCGN: Source-free Knowledge Distillation of Counterfactual Generative Networks using cGANs, ECCV 2022 Workshop VIPriors.

ACII2021: C.Athanasiadis, E.Hortal and S.Asteriadis, Temporal conditional Wasserstein GANs for audio-visual affect-related ties, ACII 2021 (Workshop).

Neuro2020: C.Athanasiadis, E.Hortal and S.Asteriadis, Audio-visual domain adaptation using conditional semi-supervised Generative Adversarial Networks, Elsevier Neurocomputing 2020.

CSEDU2017: C.Athanasiadis, E.Hortal and S.Asteriadis, Personalized, affect and performance-driven Computer-based Learning, CSEDU 2017.

CIG2012: C.Athanasiadis, D.Galanopoulos and A.Tefas, Progressive Learning For The Open Racing Car Simulator, IEEE Conference on Computational Intelligence and Games 11-14 September 2012, Granada

Languages

Greek Fluent (native language)

English Fluent (Michigan Proficiency Certificate in English) C1 level

Skills

Soft skills

- Communicating with a variety of experts with different background (researchers stakeholders and partners).
- Coordinating and managing large groups of people at projects and courses.
- Presenting and disseminating AI ideas to the public with clarity.
- Passion researcher in the Deep learning and generative models.

Hard skills

O.S. Windows, Linux, MacOsX.

Services Amazon Web services AWS

Libraties TensorFlow, PyTorch, OpenGL

Platforms, Tool Unity, GitHub

Databases MySql, Microsoft SQL Server, Apache, MongoDB, PostgreSQL.

Languages Python, Java, C++, C#.

Design Adobe Photoshop, Adobe Premier, Autodesk Maya, Autodesk 3DMax

Hobbies

Photography Observing and discovering human nature through my 80mm lens.

Collecting records Discovering music through all possible means but through Spotify as well.

Basketball Learning communication and leadership skills in a fun and enjoyable environment.

Cooking Sharing new flavors with my friends.