

CURRICULUM VITAE
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Research interests

Affective and Visual Computing, Computer Vision, Machine Intelligence, Human-Computer Interaction, Personalized interfaces

Education

2011 PhD, National Technical University of Athens, Department of Electrical and Computer Engineering, “Computer and informatics technology” sector. PhD thesis: “User Attention and Interest Recognition and Modeling in non-intrusive environments of Human-Computer Interaction”, Supervisor: Prof. Stefanos Kollias
2007 Master on Digital Media, Faculty of Informatics, Aristotle University of Thessaloniki, Greece. Master Thesis: “Facial Feature Detection utilizing Geometry, Luminance and Chrominance information“, Supervisor: Prof. Ioanis Pitas
2004 Diploma in Electronic and Computer Engineering Department, Polytechnic School of Aristotle University of Thessaloniki, Greece. 5 year degree (equivalent to master) . Final thesis: Stability of non-linear controller using Linear Matrix Inequalities: application on robotic arms, Supervisor: Prof. Ioannis Theocharis

Employment

2015- Assistant Professor at the Department of Data Science and Knowledge Engineering, University of Maastricht, Netherlands.
2012 – 2014 Postdoctoral researcher at Visual Computing Laboratory, Information Technologies Institute (ITI), Centre for Research and Technology, Hellas, Thessaloniki, Greece.
2012 Associate Professor (by contract): Human-Computer Interaction, University of Patras, Computer Engineering and Informatics Department.
2011 – 2012 Postdoctoral researcher at the Image, Video and Multimedia Systems Laboratory (National Technical University of Athens).
2006 - 2011 Research associate at the Image, Video and Multimedia Systems Laboratory (National Technical University of Athens).
2005 – 2006 Aristotle University of Thessaloniki. Research assistant at the Artificial Intelligence Information Analysis Laboratory

Grants

2016 H2020 – ICT-20-2015 - Technologies for better human learning and teaching: MaTHiSiS EU project. EU funding: €6.3 million Euro. Funding for the University of Maastricht: €693,750.
2016 H2020 – PHC 25 – 2015: Advanced ICT systems and services for Integrated Care: ICT4Life EU project. EU funding: €3.4m euro. Funding for the University of Maastricht: €452,500.
2015 H2020 – ICT 21 – 2014: Advanced digital gaming/gamification technologies: ProsocialLearn EU project. EU funding: €3.7 million Euro. Funding for the Centre for Research and and Technology, Hellas: €516,250.

Research experience in European Projects

Principal Investigator

- 2016-18 H2020 – MaTHiSiS (Principal Investigator and WP leader): Managing Affective-learning THrough Intelligent atoms and Smart InteractionS. MaTHiSiS will create a novel and adaptable "robot/machine/computer"-human interaction educational scheme based on custom-made and adaptable learning goals. The ability of such a system to adapt to different learning requirements and make use of the shared knowledge among its different components, will enable new ways of learning methodologies to emerge and foster a new era in learning that goes beyond simple social skill acquisition and targets more workplace-oriented activities.
- 2016-18 H2020 – ICT4Life (Principal Investigator): ICT services for Life Improvement For the Elderly. ICT4Life will conduct research and will implement a platform integrating core modules aimed at delivering a series of innovative services, targeting elderly people with cognitive impairments and Parkinson's disease, their clinicians and caregivers. The technologies that will constitute the platform will consist of indoor activity recognition systems, intelligent social interfaces and a artificial intelligence techniques targeting personalized treatment.

Postdoctoral researcher

- 2012-15: FP7 – 3DLive: 3D Living Interactions through Virtual Environments. The 3D-LIVE project aims to develop and experiment a User Driven Mixed Reality and Immersive (Twilight) platform connected to EXPERIMEDIA facilities in order to investigate the Future Internet (FI) broadband capacity to support Real-Time immersive situations as well as evaluating both the Quality of Experience (QoE) and Quality of Services. The main objective consists to explore 3D/Media technologies and IoT in real and virtual environments in order to sense and experiment live situations.
- 2010-13 FP7 – SIREN: Social games for conflict RESolution based on natural iNteraction. The SIREN project aims to create a new type of educational game, the conflict resolution game, which takes advantage of recent advances in serious games, social networks, computational intelligence and emotional modelling to create uniquely motivating and educating games that can help shape how children think about and handle conflict.

PhD candidate

- 2008-11 FP7 – METABO: Controlling Chronic Diseases related to Metabolic. The aim of METABO is to set up a comprehensive platform, running both in clinical settings and in every-day life environments, for continuous and multi-parametric monitoring of the metabolic status in patients with, or at risk of, diabetes and associated metabolic disorders.
- 2006-10 FP6 – FEELIX GROWING: FEEL, Interact, eXpress: a Global appRoach to develOpment With INterdisciplinary Grounding. The overall goal of this project is the interdisciplinary investigation of socially situated development from an integrated or "global" perspective, as a key paradigm towards achieving robots that interact with humans in their everyday environments in a rich, flexible, autonomous, and user-centred way.
- 2006-8 FP6 – AgentDysl: ACCOMMODATIVE INTELLIGENT EDUCATIONAL. Development of next generation assistive systems that empower persons with (in particular cognitive) disabilities to play a full role in society, to increase their autonomy and to realize their potential.
- 2006-10 FP6 – CALLAS: Conveying Affectiveness in Leading-edge Living Adaptive Systems. CALLAS has investigated key aspects of Multimodal Affective Interfaces in the specific area of Art and Entertainment applications.

Research assistant/Graduate student

- 2004-7 FP6 – SHARE: Mobile Support for Rescue Forces, Integrating Multiple Modes of Interaction. Information and communication system to support emergency teams during large-scale rescue operations and disaster management.
- 2004-7 FP6 – MUSCLE: Multimedia Understanding through Semantics, Computation and Learning. MUSCLE brought together over 40 European Universities and research institutes from multiple disciplines, for merging and producing multimedia technologies aiming at creating and supporting a pan-European Network of Excellence to foster close collaboration between research groups in multimedia data mining on the one hand and machine learning on the other .

Teaching experience (courses taught)

- 2015- University of Maastricht, Data Science and Knowledge Eng. Department. Human-Computer Interaction and Affective Computing (undergrad.), Data and Image Analysis (undergrad.), Databases (undergrad.), Computer Vision (postgrad.)
- 2012 University of Patras, Computer Engineering and Informatics Department: Human Computer Interaction (undergrad.)
- 2007 – 2012 National Technical University of Athens, Department of Electrical and Computer Engineering. Computer Graphics lab (undergrad.), Imaging theory and applications lab (undergrad.)

Students/Personel advised/mentored

Postdoctoral Researchers

- 2016- Dr Enrique Hortal: User modelling in learning environments with robots and interactive devices
- 2016- Dr Mirela Popa: Multimodal fusion for activity recognition in indoor environments and personalized interfaces for the elderly.

PhD candidates

- 2007-2017 (co-promoter with Prof. Dr. B.M. Jansma and Dr. A. A. Vaessen). Mrs Gonny Willems: The development of literacy acquisition in children at familial risk of dyslexia.
- 2016- (promoter). Mr Dario Dotti: Personalized patterns in activity recognition in indoor environments using depth information and sensors.
- 2016- (promoter). Mr Esam Ghaleb: Emotion recognition using multiple modalities in learning environments
- 2016- (promoter). Mr Christos Athanasiadis: AI-driven Adaptation and personalization of learning environments using affective states and user-profile information.

MSc students

- 2016 Mr Joris Bukala. Heart Rate estimation using computer vision techniques
- 2017- Mr Justus Schwan. Emotion recognition in the wild in HRI applications

Bachelor Students

- 2016 Sharon Hallmans. ‘Optimizing, in real-time, interactive environments through user emotion’
- 2016 Carmen Zarco. ‘Re-usable and adaptable serious gaming in education’
- 2016 Florens von Bulwaldt. ‘Implementation of smart homes using reed sensors for activity analysis’
- 2016 Ramy Al Sarif. Bachelor thesis on ‘Spatio-temporal facial analysis modelling engagement in real-time interactive environments’
- 2016 Bartosz Czaszyński. Bachelor thesis on ‘Human activity recognition in Human-Robot interactions’

Research assistants

- 2016- Dimitrios Koutsoukos. Research assistant in Robots, Agents and Interaction laboratory

Publications in Journals

1. S. Asteriadis, P. Daras, Landmark-based multimodal human action recognition, *Multimedia Tools and Applications*, Springer. *accepted for publication*
2. L. Malatesta, S. Asteriadis, G. Caridakis, A. Vasalou, K. Karpouzis, Associating gesture expressivity with affective representations, *International Journal Engineering Applications of Artificial Intelligence* (Elsevier), Special Issue on Mining the Humanities, 2016
3. S. Asteriadis, K. Karpouzis, S. Kollias, Visual Focus of Attention in Non-calibrated Environments using Gaze Estimation, *International Journal of Computer Vision*, Springer. 107, no. 3: 293-316, 2014
4. N. Shaker, S. Asteriadis, G. Yannakakis, K. Karpouzis, Fusing Visual and Behavioral Cues for Modeling User Experience in Games, *IEEE Transactions on Cybernetics*, Volume 43, Number 6, pages 1519-1531, 2013
5. S. Asteriadis, K. Karpouzis, N. Shaker, G. Yannakakis, Towards Detecting Clusters of Players using Visual and Game-play Behavioral Cues, *Procedia Computer Science*, Special issue on Virtual Worlds for Serious Applications, Volume 15, pp. 140-147, 2012

6. G. Caridakis, S. Asteriadis, K. Karpouzis, Non-manual cues in automatic sign language recognition, Special Issue on Assistive Environments for the Disabled and the Senior Citizens, Personal and Ubiquitous Computing, Springer, 2012
7. C. Peters, S. Asteriadis, K. Karpouzis, Investigating shared attention with a virtual agent using a gaze-based interface, Journal on Multimodal User Interfaces, Volume 3, Numbers 1-2, Springer, 2010
8. S. Asteriadis, N. Nikolaidis, I. Pitas, Facial feature detection using Distance Vector Fields, Pattern Recognition, Volume 42, Number 7, Elsevier, 2009
9. S. Asteriadis, K. Karpouzis, S. Kollias. Estimation of behavioral user state based on eye gaze and head pose—application in an e-learning environment, Multimedia Tools and Applications, Volume 41, Issue 3, Springer, 2009

Book chapters

1. S. Asteriadis, N. Nikolaidis, I. Pitas, Review of Facial Feature Detection Algorithms, Advances in Face Image Analysis: Techniques and Technologies, 2009
2. G. Caridakis, G. Castellano, L. Kessous, A. Raouzaoui, L. Malatesta, S. Asteriadis, K. Karpouzis, Expressive faces, gestures and speech in multimodal affective analysis, in C. Boukis, A. Pnevmatikakis and L. Polymenakos (eds.), Artificial Intelligence and Innovations: from Theory to Applications, pp 375-388, 2007

Publications in Conferences

1. C. Athanasiadis, C.Z. Lens, D. Koutsoukos, E. Hortal and S. Asteriadis, Personalized, affect and performance-driven Computer-based Learning CSEDU 2017, 9th International Conference on Computer Supported Education, Porto, 21-23 April 2017.
2. E. Ghaleb, M. Popa, E. Hortal, S. Asteriadis, Multimodal Fusion Based on Information Gain for Emotion Recognition in the Wild, Intelligent Systems Conference (IntelliSys) 2017, London, United Kingdom, 7-8 September 2017.
3. D. Dotti, M. Popa, S. Asteriadis, Unsupervised discovery of normal and abnormal activity patterns in indoor and outdoor environments, VISAPP 2017 12th International Conference on Computer Vision Theory and Applications, Porto, Portugal, 27 February - 1 March 2017.
4. K. Karpouzis, N. Shaker, G. Yannakakis, S. Asteriadis, The Platformer Experience Dataset, 6th Affective Computing and Intelligent Interaction (ACII 2015) Conference, Xi'an, China, 21-24 September, 2015
5. S. Asteriadis, P. Daras "Skeleton-based Human Action Recognition using Basis Vectors", 8th International Conference on Pervasive Technologies Related to Assistive Environments 2015 (PETRA 2015), Corfu, Greece, 1-3 July 2015
6. S. Crowle, M. Boniface, B. Poussard, S. Asteriadis, A design and evaluation framework for a tele-immersive mixed reality platform, 1st International Conference on Augmented and Virtual Reality (SALENTO AVR 2014), Lecce, 17-20 Sept, 2014
7. B. Poussard, S. Richir, J. Vajus-Anttila, S. Asteriadis, D. Zarpalas, P. Daras, 3DLIVE: A Multi-Modal Sensing Platform Allowing Tele-Immersive Sports Applications, 22nd European Signal Processing Conference (EUSIPCO), Lisbon, Portugal, 2-5 Sept. 2014
8. Doumanoglou, D. Alexiadis, S. Asteriadis, D. Zarpalas, P. Daras, On Human Time-Varying Mesh Compression Exploiting Activity-Related Characteristics, IEEE International Conference on Acoustics, Speech, and Signal Processing (ICASSP), Florence, Italy, May 4-9, 2014
9. S. Asteriadis, A. Chatzitofis, D. Zarpalas, D. S. Alexiadis, P. Daras, "Estimating human motion from multiple Kinect Sensors, 6th International Conference on Computer Vision / Computer Graphics Collaboration Techniques and Applications (MIRAGE), Berlin, Germany, June 6-7, 2013
10. Doumanoglou, S. Asteriadis, D. Alexiadis, D. Zarpalas, P. Daras, "A Dataset of Kinect-based 3D scans", 11th IEEE IVMSWP Workshop: 3D Image/Video Technologies and Applications, Yonsei University, Seoul, Korea, 10-12, June, 2013
11. S. Asteriadis, K. Karpouzis, N. Shaker, G. Yannakakis, "Towards detecting clusters of players using visual and game-play behavioural cues", 4th International Conference on Games and Virtual Worlds for Serious Applications (VS-Games), Genoa, Italy, October 2012
12. S. Asteriadis, G. Caridakis, L. Malatesta, K. Karpouzis, "Natural interaction multimodal analysis: Expressivity analysis towards adaptive and personalized interfaces", 7th International Workshop on Semantic and Social Media Adaptation and Personalization (SMAP), Luxemburg, December, 2012
13. S. Asteriadis, K. Karpouzis, N. Shaker, G. N. Yannakakis, Does your profile say it all? Using demographics to predict expressive head movement during gameplay, 20th conference on User Modeling, Adaptation, and Personalization (UMAP), Workshop on TV and multimedia personalization, Montreal, Canada, 16-20 July, 2012

14. S. Asteriadis, N. Shaker, K. Karpouzis, G. N. Yannakakis, Towards Player's Affective and Behavioral Visual Cues as drives to Game Adaptation, LREC Workshop on Multimodal Corpora for Machine Learning, Istanbul, May, 2012
15. S. Asteriadis, K. Karpouzis, S. Kollias, Robust Validation of Visual Focus of Attention using Adaptive Fusion of Head and Eye Gaze patterns, 6th IEEE Workshop on Human Computer Interaction: Real-Time Vision Aspects of Natural User Interfaces, in conjunction with ICCV, Barcelona, Spain 6-13 November, 2011.
16. S. Asteriadis, K. Karpouzis, S. Kollias, The importance of eye gaze and head pose to estimating levels of attention, 3rd International Conference in Games and Virtual Worlds for Serious Applications (VS-Games), Athens, Greece, May 4-6, 2011
17. C. Grappiolo, G. Yannakakis, S. Asteriadis, K. Karpouzis, Towards Multimodal Player Adaptivity in a Serious Game for Fair Resource Distribution IEEE International Conference on Multimedia and Expo (ICME), Barcelona, Spain, 2011
18. G. Caridakis, K. Karpouzis, S. Asteriadis, Low-cost affect and behaviour sensing in games, Fourth EUCogII Members Conference, Poster session, Thessaloniki, Greece, April 11-12, 2011
19. G. Caridakis, S. Asteriadis, K. Karpouzis, Non-manual cues in automatic sign language recognition, ABRA: Affect and Behaviour Related Assistance Workshop, 4th ACM International PETRA Conference, Crete, Greece, May 25-27, 2011
20. G. Caridakis, S. Asteriadis, K. Karpouzis, S. Kollias, Detecting Human Behavior Emotional Cues in Natural Interaction, 17th International Conference on Digital Signal Processing (DSP), Corfu, Greece, July 6-8, 2011
21. N. Shaker, S. Asteriadis, G. Yannakakis, K. Karpouzis, A Game-based Corpus for Analysing the Interplay between Game Context and Player Experience, EmoGames workshop, International Conference on Affective Computing and Intelligent Interaction (ACII), Memphis, USA, October 9, 2011
22. S. Asteriadis, K. Karpouzis, S. Kollias, Head Pose Estimation with One Camera, in Uncalibrated Environments, International Workshop on Eye Gaze in Intelligent Human Machine Interaction, (IUI), Hong Kong, February, 2010
23. G. Caridakis, S. Asteriadis, K. Karpouzis, User modeling via gesture and head pose expressivity features, 5th International Workshop on Semantic Media Adaptation and Personalization, (SMAP), Limassol, Cyprus, 9-10 December, 2010
24. S. Asteriadis, K. Karpouzis, S. Kollias, Face Tracking and Head Pose Estimation using Convolutional Neural Networks, Symposium on Face Analysis and Animation, Edinburgh, 21 October, 2010
25. S. Asteriadis, K. Karpouzis, S. Kollias, Feature extraction and Selection for inferring user engagement in an HCI environment, Human Computer Interaction International Conference (HCII), San Diego, California, 19-24 July, 2009
26. S. Asteriadis, D. Soufleros, K. Karpouzis, S. Kollias, A Natural Head Pose and Eye Gaze Dataset, International Conference on Multimodal Interfaces (ICMI), Boston, MA, November 2-6, 2009
27. C. Peters, S. Asteriadis, G. Rebolledo-Mendez, Modelling User Attention for Human-Agent Interaction, International Workshop in Image and Audio Analysis for Multimedia Interactive Systems (WIAMIS), London, 6-8 May, 2009
28. S. Asteriadis, K. Karpouzis, S. Kollias, A Neuro-Fuzzy approach to User Attention Recognition, 18th International Conference on Artificial Neural Networks (ICANN), Prague, 3-6 September, 2008
29. C. Peters, S. Asteriadis, K. Karpouzis, E. de Sevin, Towards a real-time gaze-based Shared Attention for a virtual agent, AFFINE workshop, Chania, Crete, October, 2008
30. S. Asteriadis, P. Tzouveli, K. Karpouzis, S. Kollias, Non-verbal feedback on user interest based on gaze direction and head pose, 2nd International Workshop on Semantic Media Adaptation and Personalization (SMAP), London, United Kingdom, 17-18 December, 2007
31. S. Asteriadis, N. Nikolaidis, A. Hajdu, I. Pitas, An Eye Detection Algorithm using Pixel to Edge information, Proceedings of the 2nd IEEE-EURASIP International Symposium on Control, Communications, and Signal Processing, Marrakech, March, 2006
32. S. Asteriadis, N. Nikolaidis, A. Hajdu, I. Pitas, A novel eye detection algorithm utilizing edge-related geometrical information, European Signal Processing Conference, (EUSIPCO), Florence, Italy, September, 2006
33. L. Goldmann, M. Krinidis, N. Nikolaidis, S. Asteriadis, and T. Sikora An Integrated System for face detection and tracking, 2nd Workshop on Immersive Communication and Broadcast Systems, 2005

Technical Demos

1. A non-intrusive method for user focus of attention estimation in front of a computer monitor, S. Asteriadis, P. Tzouveli, K. Karpouzis, S. Kollias, IEEE Conference on Automatic Face and Gesture Recognition (FG), Amsterdam, The Netherlands, September, 2008

Conference organization/chair

- 2018 IEEE Conference on Computational Intelligence and Games (Maastricht, the Netherlands)
- 2017 Main organizer of the International *Smart Indoor Event and Activity Recognition Workshop* (SIEARW17), collocated with IEEE International Conference on Advanced Video and Signal based Surveillance.
- 2017 Main organized of the special Session "*Multimodal affective analysis for human-machine interfaces and learning environments*" held within the 12th International Workshop on Semantic and Social Media Adaptation and Personalization.

Reviewer/Technical Committee member for International Scientific Journals & Conferences

Human-Media Interaction, Frontiers in ICT - Image and Vision Computing Journal, Elsevier -Pattern Recognition, Elsevier - Journal of Educational Technology and Society, Special Issue on Game-Based-Learning – IEEE Transactions on Multimedia - IEEE Transactions on Neural Networks - IEEE Transactions on Affective Computing – Computer Vision, IET - Computer Vision and Image Understanding, Elsevier - Artificial Intelligence in Medicine, Elsevier - Engineering applications of Artificial Intelligence, Elsevier- Robotics and Autonomous Systems, Elsevier -Advances in Human-Computer Interaction, Hindawi - Advances in Multimedia, Hindawi – The Scientific World Journal, Hindawi - International Journal of Pattern Recognition and Artificial Intelligence - Pattern Recognition Letters Journal, Elsevier - International Journal of Thermal Sciences, Elsevier – Biomedical signal Processing, Elsevier - Sensors, MDPI - International Journal on Artificial Intelligence Tools, World Scientific – IEEE Symposium Series on Computational Intelligence (PC member in IEEE SSCI 2016) - 25th IEEE International Symposium on Robot and Human Interactive Communication - IEEE Conference on Computational Intelligence and Games 2016 (PC member in CIG2016) - -7th International conferences on advances on multimedia (PC member in MMEDIA 2015) - 3rd International Workshop on Applications of Affective Computing in Intelligent Environments (PC member in ACIE 2014) - 22nd European Signal Processing Conference (EUSIPCO 2014) -6th International conferences on advances on multimedia (PC member in MMEDIA 2014) - Foundations of Digital Games, (FDG 2013) - 5th International Workshop on Affective Interaction in Natural Environments (AFFINE 2013) - 2nd International Workshop on Applications of Affective Computing in Intelligent Environments (ACIE 2013) - 5th International conferences on advances on multimedia (PC member in MMEDIA 2013) - 2nd International Workshop on Emotion Representation, Analysis and Synthesis in Continuous Time and Space (EMOSPACE 2013) - 7th Nordic Conference on Human-Computer Interaction (NordICHI 2012) - 20th European Signal Processing Conference (EUSIPCO 2012) - International Conference on Multimodal Interaction – Machine Learning Multimodal Interaction (ICMI-MLMI 2009).

Invited talks

- 2017 3rd Global Summit&Expo on Multimedia & Artificial Intelligence, Lisbon, Portugal
- 2016 Computer-Human Adapted Interaction (CHAI) research group, School of Information Technologies, University of Sydney, Australia
- 2011 University Research Institute of Applied Communication and the Laboratory of New Technologies in Communication, Education and the Mass Media of the University of Athens, “Days of Usability and Accessibility – EDUCATION: Designing for Social Change”, Athens, Greece
- 2006 Universidad Politecnica de Catalunya, Image Processing Group, Barcelona, Spain

Scholarships, awards

- 2016 World University Network (WUN) research mobility award (3000 euro) to conduct joint research between Maastricht University and the University of Sydney
- 2012 Intel Ultrabook competition finalist: The emotion and attention recognition software, nominated by Intel for their Ultrabook competition, as a programming solution deemed to be of highly innovative design.
- 2007-2011 Holder of National Technical University of Athens Scholarship for Research Funding
- 2000 Greek National Foundation for Studentships, Scholarship under the ERASMUS-SOCRATES program for student exchanges

Key skills

IT knowledge:

MATLAB, C/C++, Python

Extensive experience in research proposals coordinating and writing, for attracting international and national research grants (FP6, FP7, Horizon 2020), in the fields of Human-Machine Interaction, Health, Gamification and e-Learning for encouraging social inclusion and specific purpose training, Human-Centric Energy management
Citation indices (according to Google Scholar): Citations, 771 / *h*-index: 14 / *i10*-index: 20 (February 2017)

Complementary studies/collaborations abroad

2016 Research visitor, University of Sydney, Australia
2008 Research visitor, VTT, Oulu, Finland.
2006 Research visitor, Universidad Politécnica de Catalunya, Image and Video Processing group, Barcelona, Spain

Languages

Greek, native language
English, fluently: • Certificate of Proficiency in English, University of Cambridge
Spanish, fluently: • Diploma de Español como lengua extranjera, instituto Cervantes
French, very good: • Certificat de langue Française, 1^{er} degré, institute de France de Thessalonique
 • Unités A1, A2, A3, A4, institute de France de Thessalonique
Italian, very good: • Diploma di lingua Italiana, instituto italiano di cultura

Other information

2006 – Member of the Greek Technical Chamber [TEE]
2011-2012 Military obligations: IT support and e-Governance procedures at the Ministry of Defense in Athens.