

Athanasios Masouris

✉ thanosmas97@gmail.com

🌐 [Personal Website](#)

🐙 [GitHub](#)

🌐 [LinkedIn](#)

EDUCATION

Delft University of Technology (TU Delft)

MSc in Computer Science

- Track: Artificial Intelligence
- Graduated with distinction
- Thesis: **End-to-End Chess Recognition** [\[document\]](#)

Delft, the Netherlands

Sep. 2021 – Aug. 2023

National Technical University of Athens (NTUA)

Joint BSc & MSc in Electrical and Computer Engineering

- Concentration field: Computer Science
- Member of the Artificial Intelligence and Learning Systems Laboratory (AILS lab)
- Thesis: **Text-to-image synthesis using Generative Adversarial Networks (GANs)** [\[code\]](#)

Athens, Greece

Sep. 2015 – Aug. 2020

Certificates

Machine Learning Engineering for Production (MLOps) (Nov. 2023) by *deeplearning.ai* [\[credential\]](#)

Azure AI Fundamentals (May 2023) by *Microsoft* [\[credential\]](#)

Azure Fundamentals (May 2023) by *Microsoft* [\[credential\]](#)

Deep Learning Specialization (Aug. 2019) by *deeplearning.ai* [\[credential\]](#)

Machine Learning (Apr. 2019) by *Stanford | Online* [\[credential\]](#)

EXPERIENCE

AI Engineer

PwC Greece

April 2024 – Present

Athens, Greece

Google Summer of Code

Intel's OpenVINO Toolkit

June 2022 – Sep. 2022

Remote

- Project: “Train a DL model for synthetic data generation for model optimization” [\[paper\]](#) [\[code\]](#)
- Developed a GAN for conditional image generation through knowledge distillation
- Evaluated post-training quantization using synthetic data
- Results demonstrated less than 0.6% accuracy degradation

Military Service

Research and Informatics Corps, Hellenic Army

Nov. 2020 – July 2021

Machine Learning Intern

National Centre for Scientific Research “DEMOKRITOS”

July 2020 – Sep. 2020

Agia Paraskevi, Greece

- Developed a pipeline for an automatic video-game review summarization system in Python
- Evaluated machine learning classifiers for the aspect identification module of the pipeline

PUBLICATIONS

1. **Masouris, A.** and van Gemert, J. (2024). **End-to-End Chess Recognition**. In Proceedings of the 19th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications - Volume 4: VISAPP, ISBN 978-989-758-679-8, ISSN 2184-4321, pages 393-403.

SKILLS

Programming/Scripting Languages: Python, SQL, HTML/CSS/JS

Machine Learning Frameworks & Libraries: PyTorch, PyTorch Lightning, OpenCV, Scikit-learn

Frameworks and tools: Azure, Docker, Git, REST APIs, Django, LaTeX

LANGUAGES

Greek (Native), **English** (Proficient)