CURRICULUM VITAE

Personal Information

Full Name	Nick Tasios
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Profiles	github, google scholar, twitter, Linkedin

Profile

I am a technical software and data engineer, a professional problem solver of the modern age. I have an academic (PhD in physics) and strong programming background. My current focus is on machine learning techniques and artificial intelligence. Due to my wide skillset I am able to work independently on solutions to real business problems. I am a good listener and a very fast learner and am always excited to learn new things. I always strive for perfection and never give up until this is achieved.

Work Experience and Education

Jun. 2017 – Present

Quantitative Analyst/Researcher, ING
Worked on ING's main pricing engine, allowing me to learn the pricing of various products and get familiar with the codebase. Some of my achievements during this period was the implementation of various derivatives, such as total return swaps, and parallelizing and refactoring parts of the code, leading to big speedups. I also worked on the integration of code coverage tools, and designing a versioning system for the regression test data.

Jul. 2013 – Jul. 2017

Ph.D. in Physics, Utrecht University
My PhD thesis with title "Order from Disorder" was conducted under the supervision of Prof. Dr. Ir. Marjolein Dijkstra. During this period, I built cutting-edge Monte Carlo and event-driven molecular dynamics simulations for various model systems. All simulations where programmed by myself in C and C++, and Python was used for data analysis and visualization purposes. MPI and Cuda was used for massive parallelizations that were run on the Dutch supercomputer cluster "Cartesius". I also invested a lot of time in graphics programming, developing different visualization applications using OpenGL and raytracing techniques. Towards the end of my PhD, I researched the possibility of using supervised and unsupervised learning techniques within the context of the group's research. During my PhD, I supervised three M.Sc. students, and was teaching assistant in our University's simulation course for three years.

Sep. 2010 – Mar. 2013

M.Sc. in Theoretical Physics, Utrecht University

Feb. 2006 – Jul. 2009

B.Sc. in Physics, University of Ioannina

Skills

Computers:

Languages	**C, C++, Haskell, Python**, Rust, Java, Lua, Web Development (JS, HTML, etc.)
Dev Technologies	MPI, OpenMP, CUDA C, OpenGL, LaTeX, git, Jira, Jenkins, SQL, opencv, scikit-learn, Tensorflow, NumPy, SciPy, Pandas, Jupyter, pyramid, Nikola
Operating Systems	Scripting and software development in Windows & Unix-based systems

Languages:

Greek (Mother Tongue), Dutch (Native), English (Excellent), Japanese (Basic), German (Basic)

Interests

- Programming
- Physics
- Simulations

- Computer Graphics
- Machine Learning
- Image Processing

- Technology
- Art
- Languages

- Retro Gaming
- Bouldering
- Foosball