

Angelos Mavrogiannis

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Education

University of Maryland, College Park (UMD) Aug 2020 – May 2025 (exp.)
Doctor of Philosophy (Ph.D.), Computer Science
Research Area: Robotics and Natural Language Processing (RoboNLP)
Advisor: Prof. Yiannis Aloimonos

University of Maryland, College Park (UMD) Dec 2023
Master of Science (M.S.), Computer Science
Selected Coursework: Robotics, Computer Vision, Decision-Making for Robotics,
Deep Learning, Computational Linguistics, Interactive Data Analytics, HCI
GPA: 3.74/4.00

Carnegie Mellon University (CMU) May 2020
Master of Science (M.S.), Mechanical Engineering
Thesis: “Human Driver Behavior Classification from Partial Trajectory Observation”
Advisor: Prof. Changliu Liu
Selected Coursework: Advanced Control & Reinforcement Learning, Deep Learning,
Mechanics of Manipulation, Machine Learning, Robot Design & Experimentation,
Linear Control Systems, Engineering Computation
GPA: 3.92/4.00

University of Patras (UoP) July 2017
Diploma (Dipl.-Ing.), Mechanical Engineering and Aeronautics
Concentration: Mechanical Design & Manufacturing
Thesis: “Environment Development for Implementing Design Optimization Using
Parsers and Genetic Algorithms”
Advisor: Prof. Argyris Dentsoras
GPA: 8.03/10.00 (top 10% in a class of 150 students)

Honors & Awards

NSF AccelNet Grant	2024
NeuroPAC Project: Neuromorphic Perception, Action, and Cognition	
Scholarship for 4th Summer School on Social Human-Robot Interaction	2023
IROS Student and Developing Countries Travel Award	2022
IEEE Robotics and Automation Society	

Jacob K. Goldhaber Travel Grant	2022
International Conference Student Support Award (ICSSA)	2022
Computer Science Department Travel Grant	2022
Department of Computer Science, The Graduate School, University of Maryland	
Gerondelis Graduate Study Scholarship	2022
Gerondelis Foundation	
Dean's Fellowship	2020-2022
Department of Computer Science, University of Maryland	
Fulbright Scholarship	2018-2020
Fulbright Foundation	
Carnegie Mellon Mechanical Engineering MS Research Symposium Award	2020
Department of Mechanical Engineering, Carnegie Mellon University	
Duke Mech. Eng. & Materials Science Graduate Scholarship (declined)	2018
Duke University	
Andreas Mentzelopoulos Scholarship	2018-2020
University of Patras	
Harry D. Triantafillu Scholarship	2018
Harry D. Triantafillu Scholarship Fund - Institute of International Education	

Research Experience

Graduate Research Assistant

Department of Computer Science, University of Maryland

Perception and Robotics Group (PI: Prof. Yiannis Aloimonos) January 2022 – Present

- Research in the intersection of natural language processing and robotics (RoboNLP).
- Recent project: Semantic parsing of free-form recipe text into a high-level action representation, reduction to primitive actions through the use of LLMs, translation to LTL formulae for planning. (<https://arxiv.org/abs/2310.00163>, accepted for publication at IEEE ICRA 2024)

Gamma Group (PI: Prof. Dinesh Manocha) Sept 2020 – December 2021

- Introduced a behavior-based Reinforcement Learning policy-training scheme for behavior-guided action prediction and local navigation for autonomous vehicles. (paper published at IEEE RA-L: <https://ieeexplore.ieee.org/document/9716825>)

Graduate Research Assistant

Jan 2019 – May 2020

The Robotics Institute, Carnegie Mellon University

Intelligent Control Lab (PI: Prof. Changliu Liu)

- Developed a machine learning framework (PyTorch, Scikit-Learn) for classifying human driver behaviors based on partial trajectory observations and applied it to vehicle trajectory prediction.
- Designed and created a data-driven simulator on Python for visualizing vehicle trajectories.

- Master thesis available at:
https://www.researchgate.net/publication/345780499_Human_Driver_Behavior_Classification_from_Partial_Trajectory_Observation

Graduate Research Assistant Sept 2018 – Dec 2018
 Department of Mechanical Engineering, Carnegie Mellon University
 Computational Engineering and Robotics Lab (PI: Prof. Kenji Shimada)

- Research on the design and control of an underwater, hull-cleaning robot (code in C++, communications through ROS, project funded by Tsuneishi Shipbuilding Co. Ltd and supervised by Prof. Kenji Shimada).

Undergraduate Research Assistant Nov 2016 – July 2017
 Mechanical Engineering and Aeronautics Department, University of Patras
 Machine Design Laboratory (PI: Prof. Argyris Dentsoras)

- Developed a software tool (Visual Basic) for automatic parsing of optimization problems from mathematical expressions into numerical code and solving them using Genetic Algorithms (Diploma Thesis project).
- Demonstrated the efficacy of the tool in robotic grasping applications and specifically via minimizing the forces applied onto an object grasped by a robot arm.

Teaching Experience

Teaching Assistant
 Department of Computer Science, University of Maryland, College Park

CMSC 131: Object-Oriented Programming I Spring 2024
 Undergraduate Course, taught by Pedram Sadeghian

- Holding weekly office hours and grading quizzes, projects, and exams.

CMSC 122: Introduction to Computer Programming via the Web Spring, Fall 2023
 Undergraduate Course, taught by Jen Manly, Pedram Sadeghian

- Held weekly office hours and graded quizzes, projects, and exams.

CMSC 426: Computer Vision Fall 2022
 Undergraduate Course, taught by Prof. Yiannis Aloimonos

- Held weekly office hours and graded projects and exams.

CMSC 216: Introduction to Computer Systems Spring 2022
 Undergraduate Course, taught by Larry Herman

- Taught weekly lectures on C programming, UNIX process control, and Assembly language.
- Held weekly office hours and offered assistance to a class of over 500 students.

CMSC 106: Introduction to C Programming Fall 2021

Undergraduate Course, taught by Prof. Jan Plane

- Hosted weekly lab sessions on C programming in a UNIX environment.
- Provided debugging assistance to a class of more than 50 students.
- Held weekly office hours, created and graded assignments and projects.

Department of Mechanical Engineering, Carnegie Mellon University

24-775: Robot Design & Experimentation Spring 2020

Graduate Course, taught by Prof. Aaron Johnson

- Advised students on robot design projects, organized and supervised group meetings and graded assignments and projects.

24-281: Introduction to Scientific Computing Spring 2019, Fall 2019

Undergraduate/Graduate Course, taught by Dr. Zhenguo Nie, Dr. Hugo Penelas

- Delivered MATLAB recitations, held weekly office hours, created and graded weekly assignments.

24-686: Advanced Mechanical Design Fall 2018

Graduate Course, taught by Prof. Rahul Panat

- Offered SolidWorks recitations, held weekly office hours and designed/graded assignments and projects.

Internships

Artificial Intelligence – Machine Learning Engineer Intern Summer 2023

LinkedIn Corporation, Mountain View, California

- Fine-tuned state-of-the-art open-source Large Language Models towards optimizing LinkedIn's audience targeting pipeline.
- Outperformed the existing audience targeting module that was used in production at that time.

Artificial Intelligence – Machine Learning Engineer Intern Summer 2022

LinkedIn Corporation, Mountain View, California

- Developed a Real-Time Bidding environment for second-price auctions on OpenAI gym.
- Modeled a multi-constraint bidding problem for ad optimization using a Constrained Markov Decision Process (CMDP).
- Trained a Deep Reinforcement Learning policy that can outperform the company's currently used automatic bidding policy.

Jr. Technical Superintendent Summer 2012, Summer 2013

Euronav Ship Management Hellas Ltd, Athens, Greece

- Interned in the technical department of the company and assisted with various day-to-day tasks.
- Reviewed weekly fleet reports to analyze and optimize on-ship oil and energy consumption.

Skills

Programming

Python, C/C++, Java, MATLAB, SQL, Scala, Visual Basic, Fortran

Machine Learning Libraries/Toolkits

Huggingface, spaCy, Tensorflow, PyTorch, OpenCV, Scikit-Learn, Open AI Gym

Engineering Software

ROS (Robot Operating System), AI2-THOR, Gazebo, Solidworks, Catia, AutoCAD

Technologies

Linux, Git, Apache Spark, Hadoop

Languages

English (Fluent, TOEFL 115/120, CPE University of Cambridge 2008)

French (Intermediate, DALF C2 2010)

Greek (Native)

Teamwork & Class Projects

Evaluating the Fairness of Diffusion-Based Face Generation Fall 2023

CMSC 848I: Trustworthy Machine Learning, taught by Hal Daumé III, UMD

- Collaborated with a student to design a pilot study where users answer LLM-generated questions to implicitly extract their facial features.
- Evaluated the fairness of a diffusion model based on conversational input data in textual form.

VR-Integrated Real-Time Racetrack Simulator Spring 2023

CMSC 730: Interactive Technologies in HCI, taught by Huaishu Peng, UMD

- Proposed and led a group project on building a 3D-printed chessboard-resembling racetrack and an interactive system that converts it to a VR-simulated racing environment.
- Implemented the entire computer vision module, tracking the position and orientation of the pieces using ArUco markers and mapping them to poses and ego-vehicle control commands in a simulated racetrack in Unity.

Predictive Modeling Using Linguistic Signal for Suicidality Spring 2021

CMSC 723: Computational Linguistics, taught by Jordan Boyd-Graber, P. Resnik, UMD

- Proposed a modified Hierarchical Attention Network architecture to assess the potential suicide risk of reddit users based on their post history.

- Extracted post-level features based on users' emotional states and tuned a Latent Dirichlet Allocation (LDA) model to retrieve meaningful subreddit clusters.

News Scraper (Full Disclosure Project)

Spring 2021

CMSC 828D: Interactive Data Analytics, taught by Leilani Battle, UMD

- Collaborated with a team of students to develop an application that continuously scrapes the web for articles related to potential police misconduct.
- Developed an NLP-based algorithm that assigns a probability score to scraped articles based on their potential indication of police misconduct.

Automatic Parking using Reinforcement Learning

Fall 2020

CMSC 828W: Foundations of Deep Learning, taught by Soheil Feizi, UMD

- Presented a Curriculum Learning-based setup for the efficient training of a Reinforcement Learning policy on autonomous parking.
- Demonstrated the benefits of the proposed approach in parking environments of varying traffic density on an OpenAI gym-based simulator.

Reinforcement Learning-based Object Placement on Small Surfaces

Fall 2020

CMSC 818B: Decision-Making for Robotics, taught by Pratap Tokekar, UMD

- Realigned a Reinforcement Learning-based Pick-and-Place approach to an approximation of object stacking upon small surfaces.

Sentiment Analysis on Audiovisual Speech Samples

Spring 2020

24-789: Deep Learning, taught by Amir Barati Farimani, CMU

- Collaborated with a team of students to develop a multi-modal deep learning framework for extracting the sentiment of a short audiovisual speech sample.
- Implemented a deep neural network which receives text as input and outputs the polarity of the given text (positive/negative sentiment).

Autonomous Vehicle Controller Design

Fall 2019

24-677: Linear Control Systems, taught by Ding Zhao, CMU

- Designed a lateral and a longitudinal controller to track the route of an autonomous vehicle around the CMU campus.
- Investigated various methods for improved performance (PID, pole placement, Discrete Time Infinite Horizon LQR) and used Kalman Filter for noise filtering.

Bioinspired Robot Design

Spring 2019

24-775: Robot Design & Experimentation, taught by Aaron Johnson, CMU

- Collaborated with a team of students to design and manufacture an underwater penguin-inspired robot.
- Incorporated a ball-and-socket motion transmission mechanism for the movement of the flippers.
- Designed a control system using Arduino microcontroller and tested the robot in underwater environments.

Game Design Fall 2018

24-780: Engineering Computation, taught by Nestor Gomez, CMU

- Implemented applications with 3D graphics and audio programming, using C++ and the OpenGL library.
- Orchestrated a team project on the development of an interactive entertainment software package (a fighting game).

Manipulation Project Fall 2018

16-741: Mechanics of Manipulation, taught by Matt Mason, CMU

- Collected a synthetic dataset of manipulator postures and object poses in OpenAI Gym.
- Trained a multilayer perceptron in order to map changes in hand pose to object displacements.
- Modified the OpenAI Gym simulator to demonstrate the predicted object pose and validated the method on occluded object tracking problems.

Computational Robotics Project Fall 2016

MEA-KY3: Robotics, taught by Nikos Aspragathos, UoP

- Developed forward and inverse kinematics software in Matlab for a KUKA KR 6 R700 sixx WP industrial robot.
- Applied the framework to trajectory planning problems and visualized the joint and end-effector trajectories.

Extracurricular Coursework

The Machine Learning Summer School in Okinawa 2024 March 2024

Okinawa Institute of Science and Technology (OIST)

4th Summer School on Social Human-Robot Interaction Sept 2023

Human Interactivity and Language Lab, IEEE Robotics and Automation Society

DISC Summer School 2021 for Planning, Learning and Control for Multi-Robot and Multi-Agent Systems June 2021

Dutch Institute of Systems and Control

Robotics & AI Summer School June 2021

IRI - Institut de Robòtica i Informàtica industrial, CSIC-UPC

3rd ACM Summer School in Data Science July 2019

Association for Computing Machinery

Outreach

Paper Reviewing

- IEEE ICRA 2024 Oct 2023
- IEEE IROS 2023 March 2023

Intelligent Control Lab Tour, Carnegie Mellon University May 2019

- Presented the lab equipment and gave a brief talk for a group of students from Choate Rosemary Hall.

Makerspace and Machine-Shop Tour, Carnegie Mellon University December 2018

- Gave a tour of the makerspace and the machine-shop to a group of CMU kindergarten kids.

F1 in Schools, 4x4 in Schools, Athens, Greece May 2018

- Constructed a set of different racetracks and supervised the F1 in Schools STEM Challenge.
- Collaborated with a team of engineers to inspect and validate F1 and 4x4 student-designed vehicles.