

# Christos Gunopulos

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## EDUCATION

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### The Moraitis School

High School (2024-now), Middle School (2021-2024), Elementary (2015-2021)

Athens, Greece

Sept. 2015 – now

### Oak Knoll School

Elementary School

Menlo Park, CA, USA

Aug. 2014 – May 2015

## AWARDS & ACADEMIC ACHIEVEMENTS

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**Best Demo Award**, 27th IEEE Mobile Data Management Conference, Athens, Greece, 29 June - 2 July, 2026

**Distinctions in the 37th and 38th Panhellenic Informatics Competitions and the National Artificial Intelligence Competition** (2024–2025, 2025–2026); selected to attend the National Informatics Training Camp at the National Technical University of Athens for the selection of Greece's national informatics team

**Honor's List** (Awarded for maintaining a 18/20 GPA, Grade 10)

**Thales Award**, National Mathematics Competition, Greece, Issued by Hellenic Mathematical Society (2023-2024)  
(Awarded for outstanding performance in national mathematics competition)

**Pythagoras Award**, National Mathematics Competition, Greece, Issued by Hellenic Mathematical Society, Years 2024, 2023, 2022, 2021 (Awarded for outstanding performance in national mathematics competition)

**Distinction in Physics**, National Physics Competition, Greece, Issued by Hellenic Physics Society (2023-2024)  
("Aristotelis" national physics competition)

**First Place**, Brains and Games International Design Fiction Competition, *University of Southern California (USC)*  
(January 2021)

**Silver Place**, High School League, Moraitis School (2023–2024)

**Bronze Medal, U14 ESKA Championship** (2022–2023). Competed with Panerythraikos B.C. in the U14 ESKA League (biggest conference in Greece)

## WORK EXPERIENCE

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### Internship

IBM

July 2026

Athens, Greece

- Duties as an Intern

### Research Internship

Boston University

July 2025

Boston, Massachusetts, USA

- Published a paper: Christos Gunopulos, Evimaria Terzi, "Understanding NBA Team Formations and Plays", 2025 IEEE International Conference on Data Mining (ICDM (Workshops), Nov 2025, Washington, DC, USA, pages 2179-2184
- Explored machine learning methods to improve our understanding of aspects of the game of basketball. Presented a novel approach to modeling team interactions in time and space.
- Developed my methods in Python to illustrate the benefits of my approach.
- Used the public NBA movement data of <https://github.com/sealneaward/nba-movement-data>, which includes SportVU movement tracking data (season 2012-2013)
- Presented virtually my work to the 2025 IEEE International Conference on Data Mining (ICDM) conference
- Shared code in the GitHub community

### Luxury villa co-host

Velvet Sense

July 2023 – present

Chania, Greece

- Managing reservations and availability across platforms (Airbnb, Booking), coordinating pricing, calendar synchronization, Channel management, website co-creator (design, development and maintenance), welcoming guests

## PUBLICATIONS

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- "The CoDiet Messaging App: A Mobile App for Transmitting Personalized Dietary Event Alerts", Michail Tsenos, Christos Gunopulos, Vana Kalogeraki, Demo at The 27th IEEE International Conference on Mobile Data Management (MDM), June 29th - July 2nd 2026, Athens, Greece (**Best Demo Award**)
- "Understanding NBA Team Formations and Plays", Christos Gunopulos, Evimaria Terzi, 2025 IEEE International Conference on Data Mining (ICDM (Workshops), Nov 2025, Washington, DC, USA, pages 2179-2184

## PROJECTS

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**The Buddy App** | *Java, Android Development* January 2026 – Present

- Developing a buddy app that connects students with professionals, researchers, and educators to explore emerging careers and workforce trends.

**CoDiet App** | *Java, Android Development* June 2025 – Present

- Participated in the development of a messaging app that delivers real-time alerts to users regarding their food intakes using a backend HTTPS server, Firebase Cloud Messaging and a mobile frontend. The application is publicly available on the Apple iOS and Android platforms.
- Translated and localized the app interface text from English to Spanish, maintaining consistency in terminology and improving accessibility for Spanish-speaking users.

**Basketball Data Analysis Project** | *Python, Git* June 2025 – Nov 2025

- Explored machine learning methods to improve our understanding of aspects of the game of basketball. In particular, presented a novel approach to modeling team interactions in time and space.
- Developed my methods in Python to illustrate the benefits of my approach.
- Used the public NBA movement data of <https://github.com/sealneaward/nba-movement-data>, which includes SportVU movement tracking data (season 2012-2013)

**Battleship Project** | *Java, Javascript, Git* Sept. 2024 – June 2025

- Developed a responsive, interactive Battleship app featuring classic naval combat gameplay. Engineered robust game state management, dynamic grid rendering, and an intelligent AI opponent logic.

## EXTRACURRICULAR ACTIVITIES

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**Basketball Player** | *Panerythraikos BC, Moraitis School, Kifisia BC* 2015 – present

- U14 Greek ESKA Basket League : Panerythraikos BC (Years 2022 - 2025). Competed in Greece's biggest basketball conference league for U14, contributing to team performance, strategic play, and competitive success. **Won Third Place** in the ESKA Competition in 2022-2023.
- High School League, Moraitis School, 2023-2024. **Won Second Place.**
- Participated at basketball tournaments around Greece (Athens, Halkida, Thessaloniki)

**Shotokan Karate** | *Triantafyllis Kifissia North Team* 2015 – 2018

- Martial Arts: Green Belt in Shotokan Karate
- Shotokan Cup, **Won 3rd place** (2017)

## COURSES TAKEN

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**Machine Learning Course** | *NTUA* June 2025

- **Invited in a Machine Learning summer training camp** organized by the National Technical University of Athens and Hellenic Artificial Intelligence Society (Prof. Caramanis, UT Austin) where the national team was selected due to my distinctions in the 37th and 38th Panhellenic Informatics Competitions and National Artificial Intelligence Competition (Summers 2025 & 2026).

**Animation 101** | *USC School of Cinematic Arts* Fall 2021

- Selected for the Shaukat Initiative after winning the Brains and Games International Design Fiction Competition. Completed a 8-week course covering visual storytelling, digital tools, and creative collaboration.

**Coursera** | *Machine Learning* 2025 – present

- Supervised Machine Learning Regression and Classification (Prof. Andrew Ng), Aug 2025 - present

## VOLUNTEERING

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- Student Volunteer at MDM 2026
- Student Volunteer for Moraitis IB freshmen
- Student Volunteer at GEC June 2023

## SKILLS

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**Languages:** English (Native), Greek (Native), German (A2, 6 years of study), Spanish (Elementary proficiency)

**Technical Skills:** Java, Python, SQL (Postgres), JavaScript, Android Development, Scratch, HTML/CSS, Visual Studio

**Certifications Skills:** Violin (ABRSM - The Associated Board of the Royal Schools of Music Inc, Grade 4)

**Other Skills:** Public speaking, Teamwork, Time management

**Interests:** History, Music, Sports