Leonidas Bakopoulos

ML and AI Engineer

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Profile

I graduated from the ECE department of the Technical University of Crete with a grade of 8.51/10 and am currently conducting research for my PhD thesis. My main research interests lie in deep reinforcement learning, world models, decision under uncertainty, safe exploration and (Transformer-based) computer vision. I have also worked with classic AI concepts such as (epsilon) Nash equilibria and algorithmic game theory.

Given my ECE background, I have also gained experience in (No)SQL databases, algorithms and data structures, classical ML, deep learning, and generative AI.

Education

PhD Student March 2024 – Present
Technical University of Crete

Bachelor's and Master's Degree (4+1 program), ECE September 2018 – March 2024
Technical University of Crete • Grade: 8.51/10

Working Experience

ERC Project: NEURi3D December 2024 – Present
I performed research on $3D$-Transformers, and developed novel decision-making algorithms (RL, World Models) in Point Clouds.

Notable Publications

- **Seldonian Reinforcement Learning for Ad Hoc Teamwork**
  In Proceedings of RLC 2025
- **A Novel Framework for Uncertainty-Driven Adaptive Exploration**
  In Proceedings of the 25th International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS 2026)

Full list of publications on my Google Scholar profile.

Skills & Research Interests

Research	Deep RL, world models, decision under uncertainty, safe exploration, game theory
ML / AI	Classical ML, deep learning, Transformer-based computer vision, generative AI
Computing	Algorithms and data structures, SQL and NoSQL databases