

Ioannis Siglidis

CONTACT INFORMATION

✉ ioannis.siglidis@enpc.fr
🐙 github.com/ysig
🎓 [Google Scholar](#)

🏠 ysig.github.io
in [LinkedIn](#)

EDUCATION

Ecole Des Ponts ParisTech, Paris Oct. 2021 – May 2025
PhD in Computer Vision and Machine Learning
Thesis Title: *Image Data Mining via Synthesis*
Committee: Alexei A. Efros, Jean Ponce, Josef Sivic, Hadar Averbuch-Elor, Shiry Ginosar
Advisor: Mathieu Aubry

MVA, ENS Paris-Saclay, Paris Sept. 2020 – Oct. 2021
Master's Degree in Mathematics, Computer Vision and Machine Learning
Scholarship from the French Institute of Athens
Grade: **Excellent** (18.4/20)
Internship: *Evaluation of Handwritten Text Recognition Systems*
Advisor: Mathieu Aubry
Examiner: Jean Ponce

ECE, NTUA, Athens Jan. 2011 – Nov. 2018
Diploma in Electrical and Computer Engineering
Grade: **Excellent** (9.04/10)
Specialization in Software, Signal Processing, Automatic Control Systems and Mathematics.
Diploma Thesis: GraKeL: A Python Library for Graph Kernels
Supervisor: Giannis Vazirgiannis

RESEARCH EXPERIENCE

BelongieLab, Pioneer Center for AI, Copenhagen Jul. 2025 - Present
Postdoctoral Researcher
Modeling Digital Narratives
Advised by Serge Belongie.

BAIR, UC Berkeley Summer 2023 and Aug. 2024
PhD Visiting Student
Data Mining with Generative Models
Advised by Alexei A. Efros.

Antikythera, CSM, London Jun. - Jul. 2024
Studio Researcher
Think tank on the future of Planetary Computation.
Led by Benjamin Bratton.

ENPC, Imagine, Paris Apr. – Oct. 2021
Master's Researcher
Understanding Biased Performance of Sequence Models
in Handwritten Text Recognition.
Advised by Mathieu Aubry.

Applied Memetic, Brussels (remote) Jan. 2020 – Jan. 2021
Lead Research Engineer and CTO
Led by Ilan Manouach

Automatic Generation of Comics with AI: NeuralYorker, Fastwalkers.

Sorbonne University, LIP6, Paris

Research Engineer

Stream-Graph library for modeling time-evolving graphs.

Nov. 2018 – Oct. 2019

Led by Robin Lamarche-Perrin

École Polytechnique, LIX, Paris

Research Engineer

Research and Implementation of Graph Kernels as a Python library

Automatic Transaction Fraud Detection for the Tencent company.

Nov. 2017 – Oct. 2018

Led by Michalis Vazirgiannis

Demokritos, IIT, Athens

Student Researcher

Machine Learning in Bioinformatics via n-gram Graphs.

Mar. – May 2017

Advised by George Giannakopoulos

PUBLICATIONS

* EQUAL CONTRIBUTION

Diffusion Models as Data Mining Tools

2024

European Conference on Computer Vision

Spotlight

Ioannis Siglidis, Aleksander Holynski, Alexei A. Efros, Mathieu Aubry, and Shiry Ginosar

The Learnable Typewriter: A Generative Approach to Text Analysis

2024

International Conference for Document Analysis and Recognition,

Best Paper

Ioannis Siglidis, Nicolas Gonthier, Julien Gaubil, Tom Monnier, and Mathieu Aubry

An Interpretable Deep Learning Approach for Morphological Script Type Analysis 2024

International Workshop for Computational Palaeography

Malamatenia Vlachou-Efstathiou, **Ioannis Siglidis**, Dominique Stutzmann, and Mathieu Aubry

OpenStreetView-5M: The Many Roads to Global Visual Geolocation

2024

Conference on Computer Vision and Pattern Recognition

Guillaume Astruc*, Nicolas Dufour*, **Ioannis Siglidis***, Constantin Aronssohn, Nacim Bouia, Stephanie Fu, Romain Loiseau, Van Nguyen Nguyen, Charles Raude, Elliot Vincent, Lintao XU, Hongyu Zhou, and Loic Landrieu

Graph Kernels: A Survey

2021

Journal of Artificial Intelligence Research

Giannis Nikolentzos, **Ioannis Siglidis**, and Michalis Vazirgiannis

GraKeL: A Graph Kernel Library in Python

2020

Journal of Machine Learning Research (Machine Learning Open Source Software)

Ioannis Siglidis, Giannis Nikolentzos, Stratis Limnios, Christos Giatsidis, Kostas Skianis, and Michalis Vazirgiannis

TALKS

Computer Vision at the Mirror Stage:

2025

Questioning and Refining Visual Categorization

MPI, Tübingen.

For Lack of a Better Word: Mining Visual Variation Behind Labels

2025

AI Institute, Copenhagen.

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| | Diffusion Models as Data Mining Tools <i>Workshop for Visual Concepts, ECCV, Milan</i> | 2024 Spotlight |
| | For Lack of a Better Word: Mining Visual Variation Behind Labels <i>BAIR, Berkeley</i> | 2024 |
| | The Learnable Typewriter: Unsupervised Text Line Recognition <i>NYU (remote)</i> | 2022 |
| | Applied Memetic: Comics Generated by Artificial Intelligence <i>PSL Université (remote)</i> | 2021 |
| | The stream-graph library for the analysis of temporal social graphs <i>ISTMAR, Venice</i> | 2019 |
| | GraKeL: A sci-kit-learn compatible extension for Graph Kernels <i>Centrale Supelec, Paris</i> | 2018 |
| AWARDS AND HONORS | Best Paper Award Award from the <i>IAPR</i> association for ICDAR. | 2024 |
| | PhD Fellowship <i>Ecole Des Ponts ParisTech</i> | 2022 |
| | Master's Scholarship <i>French Institute of Athens</i> | 2021 |
| TEACHING | TRIVA: Introduction to Computer Vision <i>ENPC, Master's Level</i> | 2021-2023 Lab Assistant |
| | DEEPL: Introduction to Deep Learning <i>ENPC, Master's Level</i> | 2022 Lab Assistant |
| | Workshop on Web Data Mining from Graphs <i>École Polytechnique EXED</i> | 2018 Instructor |
| | Data Science Workshop <i>BNP DATACAMP, Professional Program</i> | 2018 Instructor |
| CONTRIBUTIONS TO ARTISTIC AND LITERARY WORKS | Antikythera Journal, Volume 2025 <i>MIT Press</i> , Contribution of two essays. | 2025 |
| | The Neural Yorker Automatically Generated Cartoons in the style of the New Yorker. | 2020–2022 Twitter (2.3K followers) |
| | Fastwalkers The first comic, created with emergent AI (GAN+GPT). | 2022 |
| | Latent Reading @ Chimeras: Inventory of Synthetic Cognition Contribution of a theoretical term for Artificial Intelligence. | 2021 |
| PRESS AND EXHIBITIONS | Computer-Generated New Yorker Cartoons Are Delightfully Weird Interview in Hyperallergic magazine. | 2021 |

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| It's not YOU, it's me | 2021 |
| Technical Advisor (as a follow-up to "It's not me"). | |
| IA Fictions | 2021 |
| Applied Memetic: Comics created with Artificial Intelligence. | |
| It's not me | 2021 |
| First video face manipulation of a music video with GANs for a greek pop-star. | |
| NeurIPS 2020 Creativity | 2020 |
| A Graphic Novel Generated by Artificial Intelligence. | |

SKILLS

Languages: Greek (native), English (fluent), French (proficient).

Programming: Python, C, C++, Java, Haskell, Prolog, Matlab, Scala, PHP, HTML, JS.

Libraries/Frameworks: PyTorch, scikit-learn, Spark, Hadoop, Huggingface, OpenCV, LLVM.