Peter Xenopoulos

pnxenopoulos@gmail.com | 502-445-6688
peterxeno.com | linkedin.com/in/xenopoulos | github.com/pnxenopoulos

Experience

Senior Research Scientist, NVIDIA, March 2023 - Present

- Led infrastructure projects around capturing, storing, and annotating terabyte-scale multimedia datasets. Drove best practices in tooling, CI/CD, and containerization across the research group.
- Designed experiments and model training pipelines for computer use agents, synthetic data generation, and AI-generated content detection.
- Cross-functional collaboration with product (developer technology, cloud gaming, AI for media), infrastructure, and legal to shepherd research prototypes towards product integration.

Head of Quantitative Research, Novig, January 2022 - February 2023

- Joined as one of the first five hires to build out Novig's market pricing capabilities.
- Delivered cloud-based market data ingestion pipelines that reconciled feeds from nearly a dozen providers and supplied data for market intelligence and pricing.
- Led development of sport simulation models for sub-second market pricing across NFL, NCAA Football, NBA, NCAA Basketball, NHL, and MLB.

Past experiences include speech product analytics at **Meta**; sports analytics at **Big League Advantage and the Philadelphia Phillies**; and independent consulting for esports analytics websites.

Education

New York University, Ph.D. in Computer Science, 2022. Deborah Rosenthal, MD Award.
Pomona College, B.A. in Mathematics and Economics, 2018

Open Source Projects

Awpy, github.com/pnxenopoulos/awpy, February 2022 - Present

Created Counter-Strike 2 replay analytics library with a Rust parser and Python API. Led a team of a half dozen contributors. 150k+ downloads, 600+ Github stars, and 650+ Discord community members.

Boon, github.com/pnxenopoulos/boon, March 2026 - Present

Built a Deadlock replay file parser with Python bindings and CLI on the same Rust parsing core as Awpy. 85k+ downloads and 25+ Github stars.

deadlock.nyc, March 2026 - Present

A browser-based Deadlock replay analyzer with tick-level playback and on-device win probability inference using a graph attention network. Replays are parsed locally using WebAssembly and Boon. Over 3,000 monthly unique visitors.

Skills

Python, Rust, C++, Docker, AWS, Google Cloud, Github, CI/CD, Slurm/HPC clusters, Model training