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DoB: 23rd of September 1998

EDUCATION

BA Department of Sound & Musical Instruments Technology / Ethnomusicology Ionian University GPA: 9.31/10	Sep. 2018 – Jun. 2022 Kefalonia, Greece
Drums diploma Northern Evros Conservatory	Jun. 2018 Didimoticho, Greece
Music education harmony, byzantine music, music workshop Music School of Thessaloniki	Sep. 2015 - Jun. 2016 Thessaloniki, Greece
Graduation: Music High School diploma European Music Percussion Music School of Thessaloniki	Sep. 2010 - Jun. 2016 Thessaloniki, Greece

WORK EXPERIENCE

Student volunteer at Audio Mostly 2022, A Conference on Interaction with Sound Research: Sonification for communication	6-9 September 2022 St. Pölten, Austria
Internship: Linköping University, Division for Media and Information Technology Research: Sonification	March – July 2022 Norrköping, Sweden
Internship: Institut für Elektronische Musik und Akustik (IEM) Research: Sonification	Sep. 2021 – Feb 2022 Graz, Austria
Manual labor [seasonal]	Jun. 2019 – Sep 2019 & Jul. 2020 – Oct. 2020

SCHOLARSHIPS AND GRANTS

Scholarship for Excellent Academic Performance in support of Postgraduate Studies Funding: Synenosis, Greece	July 2022
Tuition Fee Waiver Scholarship for Postgraduate Research Funding: University of Huddersfield - School of Computing and Engineering	July 2022
Conference Attendance Grant - Advanced Visual Interfaces 2022 Funding: Linköping University, Division for Media and Information Technology	June 2022

PROJECTS AND RESEARCH

Contribution: Disturbance-free Cities, AudioVisual display: Construction site data Linköping University, Supervision: Niklas Rönnberg. K.T.S. project manager: Anna Fredriksson	Mar. 2022 - Now
An exploratory use of audiovisual displays on oceanographic data WAVA: AVI Conference 2022 Workshop on Audiovisual Analytics, View	May 2022 Rome, Italy
The Augmented Floor - Assessing Auditory Augmentation IEM - collaboration with Katharina Groß Vogt & Marian Weger — vogt@iem.at View	Sep. 2021 - Feb. 2022
“Schrödinger’s box: an artifact to study the limits of plausibility in auditory augmentations” Supervision: Weger M. — weger@iem.at IEM, contribution to the project – View	Sep. 2021 - Feb. 2022

Synerg(e)ia: A Networked Collaborative Live coding environment International Conference on Live Coding 2021, View	17 Dec. 2021 Valdivia, Chile
Sonification & Visualisation as a live coding practice Python, oF C++ lib, SuperCollider. TOPLAP ATH (GR)	Nov. 2021 Graz, Austria
Interactive multimedia system <i>Gaussian distribution sonification & visualisation</i> View	March 2021

PRESENTATIONS

An exploratory use of audiovisual displays on oceanographic data WAVA: AVI Conference 2022 Workshop on Audiovisual Analytics (Physical), View	7 June 2022 Rome, Italy
An exploratory use of audiovisual displays on oceanographic data Audio-Visual-Analytics Community (AVAC) Meet-Up (Virtual), View	25 March 2022 Vienna, Austria
Synerg(e)ia: A Networked Collaborative Live coding environment International Conference on Live Coding 2021 (Virtual)	17 Dec. 2021 Valdivia, Chile
Sonifying & Visualising Sea Wave datasets Online Sessions in Computer Music and Interactive Media Arts (Virtual)	Sep. 2021 Hokkaido, Kyoto, Tokyo, Corfu
Neurons [experimental film] Course: Multimedia	March. 2021 Department of Ethnomusicology, Ionian University

WORKSHOPS

Interactive Workshop on Audio-Visual Analytics	October 2021 IEEE VIS 2021
Workshop on Audio-Visual Analytics	September 2021 Audio Mostly 2021
How to hack science lingo like an artist Certificate of attendance	March 2021 AV-School, Ionian University
Collaborative sound performing arts Certificate of attendance	March 2021 AV-School, Ionian University
Networked Live Coding Certificate of attendance	March 2021 AV-School, Ionian University

COMMUNITY INVOLVEMENT

Member of the Audio-Visual-Analytics Community (AVAC) https://audio-visual-analytics.github.io/	Sep. 2021 – now
Member of the local live coding group of TOPLAP ATH (GR) https://vasileios.github.io/toplap-live-coding-gr/	Sep. 2021 – now Athens
Member of “Mosaic”: Research group - new sound interaction practices and interfaces	Jun. 2021 – now Corfu, Athens, Thessaloniki, Göteborg

SKILLS

Languages: Greek (Native), English (IELTS: 7.5)
Programming: SuperCollider - Emacs configuration, Emacs, OSC (protocol), openFrameworks C++, Python, VVVV, HTML/CSS, Command line experience: macOS Terminal, linux, Windows command prompt, Git, ffmpeg.
Basic Knowledge: Elisp, CLisp, Processing.js, MaxMSP
Other: Bela platform & Arduino (hardware prototyping), Pro tools, Cubase, Audacity, Sony Vegas.
Document Creation: L^AT_EX, Emacs org mode, Microsoft Office Suite

HOBBIES AND INTERESTS

Rock climbing & hiking, Anything “Emacs” related, live-coding music, Homebrewing, Researching on music, Playing the piano, harmonica & drums.