



# JASON SVORONOS - KANAVAS

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DoB: 23<sup>rd</sup> of September 1998

## EDUCATION

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

## WORK EXPERIENCE

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

## SCHOLARSHIPS AND GRANTS

<b>Scholarship for Excellent Academic Performance in support of Postgraduate Studies</b> Funding: Synenosis, Greece	July 2022
<b>Tuition Fee Waiver Scholarship for Postgraduate Research</b> Funding: University of Huddersfield - School of Computing and Engineering	July 2022
<b>Conference Attendance Grant - Advanced Visual Interfaces 2022</b> Funding: Linköping University, Division for Media and Information Technology	June 2022
<b>Erasmus Placement Grant – Internship: AudioVisual Display Research</b> Division MIT, Department for Science and Technology, Linköping University, Sweden	Mar. 2022 – July 2022
<b>Erasmus Placement Grant – Internship: Sonification Research</b> IEM, University of Music and Performing Arts, Graz, Austria	Sep. 2021 – Mar. 2022

## PROJECTS AND RESEARCH

<b>Contribution: Disturbance-free Cities, AudioVisual display: Construction site data</b> Linköping University, Supervision: Niklas Rönnberg. K.T.S. project manager: Anna Fredriksson	Mar. 2022 - Now
<b>An exploratory use of audiovisual displays on oceanographic data</b> WAVA: AVI Conference 2022 Workshop on Audiovisual Analytics, <a href="#">View</a>	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

17 Dec. 2021

International Conference on Live Coding 2021, [View](#)

Valdivia, Chile

## Sonification & Visualisation as a live coding practice | Python, oF C++ lib, SuperCollider.

Nov. 2021

TOPLAP ATH (GR)

Graz, Austria

## Interactive multimedia system | *Gaussian distribution sonification & visualisation* | [View](#)

March 2021

## PRESENTATIONS

### An exploratory use of audiovisual displays on oceanographic data

7 June 2022

WAVA: AVI Conference 2022 Workshop on Audiovisual Analytics (Physical), [View](#)

Rome, Italy

### An exploratory use of audiovisual displays on oceanographic data

25 March 2022

Audio-Visual-Analytics Community (AVAC) Meet-Up (Virtual), [View](#)

Vienna, Austria

### Synerg(e)ia: A Networked Collaborative Live coding environment

17 Dec. 2021

International Conference on Live Coding 2021 (Virtual)

Valdivia, Chile

### Sonifying & Visualising Sea Wave datasets

Sep. 2021

Online Sessions in Computer Music and Interactive Media Arts (Virtual)

Hokkaido, Kyoto, Tokyo, Corfu

### Neurons [experimental film]

March. 2021

Course: Multimedia

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

### Networked Live Coding

March 2021

Certificate of attendance

AV-School, Ionian University

## COMMUNITY INVOLVEMENT

### Member of the Audio-Visual-Analytics Community (AVAC)

Sep. 2021 – now

<https://audio-visual-analytics.github.io/>

### Member of the local live coding group of TOPLAP ATH (GR)

Sep. 2021 – now

<https://vasileios.github.io/toplap-live-coding-gr/>

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), Python, openFrameworks C++, HTML/CSS, VVVV, Command line experience: macOS Terminal, linux, Windows command prompt, Git, ffmpeg.

**Other:** Bela platform & Arduino (hardware prototyping), Pro tools, Cubase, Audacity, Sony Vegas.

**Document Creation:** L<sup>A</sup>T<sub>E</sub>X, 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.