IASON
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DoB: 23rd of September 1998

EDUCATION

Master of Science by Research (MRes)	Jan. 2023 – **Now**
School Of Computing and Engineering, University of Huddersfield	Huddersfield, UK
BA	*Department of Sound & Musical Instruments Technology / Ethnomusicology*	Sep. 2018 – Jun. 2022
Ionian University GPA: 9.31/10	Kefalonia, Greece
Drums diploma	Jun. 2018
Northern Evros Conservatory	Didimoticho, Greece
Music High School diploma	*European Music Percussion*	Sep. 2010 - Jun. 2016
Music School of Thessaloniki	Thessaloniki, Greece

WORK EXPERIENCE

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

SCHOLARSHIPS AND GRANTS

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

PROJECTS AND RESEARCH

Soni-Cross	Jan. 2023 – Now
Supervision: Hyunkook Lee, Applied Psychoacoustics Lab (APL), SCE, University of Huddersfield	
Contribution: Disturbance-free Cities, AudioVisual display: Construction site data	Mar. 2022 - July 2022
Linköping University, Supervision: Niklas Rönnberg. K.T.S. project manager: Anna Fredriksson	

An exploratory use of audiovisual displays on oceanographic data	May 2022
WAVA: AVI Conference 2022 Workshop on Audiovisual Analytics, View	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

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 Ethomusicology, 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: LaTeX, 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.