



# SVORONOS - KANAVAS IASON

+30 6975871974

[jason.skk98@gmail.com](mailto:jason.skk98@gmail.com)

<https://jasonskk.github.io/>

<https://orcid.org/0000-0002-5901-7697>

<https://github.com/JasonSKK>

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 labor [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

## 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
<b>The Augmented Floor - Assessing Auditory Augmentation</b> IEM - collaboration with Katharina Groß Vogt & Marian Weger — <a href="mailto:vogt@iem.at">vogt@iem.at</a> <a href="#">View</a>	Sep. 2021 - Feb. 2022
<b>“Schrödinger’s box: an artifact to study the limits of plausibility in auditory augmentations”</b> Supervision: Weger M. — <a href="mailto:weger@iem.at">weger@iem.at</a> IEM, contribution to the project – <a href="#">View</a>	Sep. 2021 - Feb. 2022

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

## PRESENTATIONS

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

## WORKSHOPS

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

## COMMUNITY INVOLVEMENT

<b>Member of the Audio-Visual-Analytics Community (AVAC)</b> <a href="https://audio-visual-analytics.github.io/">https://audio-visual-analytics.github.io/</a>	Sep. 2021 – now
<b>Member of the local live coding group of TOPLAP ATH (GR)</b> <a href="https://vasileios.github.io/toplap-live-coding-gr/">https://vasileios.github.io/toplap-live-coding-gr/</a>	Sep. 2021 – now Athens
<b>Member of “Mosaic”: Research group - new sound interaction practices and interfaces</b>	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<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.