



JASON SVORONOS - KANAVAS

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DoB: 23rd of September 1998

EDUCATION

Master of Science by Research (MRes) School Of Computing and Engineering, University of Huddersfield	Jan. 2023 – Now Huddersfield, UK
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 High School diploma Music School of Thessaloniki	Sep. 2010 - Jun. 2016 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 Research: Sonification for communication	March – July 2022 Norrköping, Sweden
Internship: Institut für Elektronische Musik und Akustik (IEM) Research: Sonification	Sep. 2021 – Feb 2022 Graz, Austria
Manual labour [seasonal]	Jun. 2019 – Sep 2019 & Jul. 2020 – Oct. 2020

SCHOLARSHIPS, GRANTS AND AWARDS

Awards of Excellence in Higher Education Graduates for acad. year 2021-2022 State Scholarships Foundation (IKY), Greece	May 2023
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 Submission & Participation Grant - Advanced Visual Interfaces 2022 Funding: Linköping University, Division for Media and Information Technology	June 2022
Erasmus Placement Grant – Internship: AudioVisual Display Research Division MIT, Department for Science and Technology, Linköping University, Sweden	Mar. 2022 – July 2022
Erasmus Placement Grant – Internship: Sonification Research IEM, University of Music and Performing Arts, Graz, Austria	Sep. 2021 – Mar. 2022

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 Rönnerberg. 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 Ethnomusicology, 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-lisp, OSC (protocol), Python, openFrameworks C++, Unreal Engine, 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^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.