

Andreas-Alexandros Vasilakis

JOB TITLE	Computer Graphics R&D	
PERSONAL INFORMATION	Born	12-10-1983, Corfu, Greece
	Mobile phone number	(+30) 6948594978
CONTACT INFORMATION	Web:	https://abasilak.github.io/
	E-mail:	andreas.alex.vasilakis@gmail.com
	Linkedin, Skype, Twitter, GitHub:	abasilak
EDUCATION	The Ioannina University, Dept. of Computer Science & Engineering , Greece	
	PhD	Sep 2008 to Jan 2014
	Master (8.92/10.0)	Feb 2006 to Jul 2008
	Bachelor (7.22/10.0)	Sep 2001 to Feb 2006
INDUSTRIAL EXPERIENCE	Think Silicon S.A. , IT Company, Greece	
	Graphics Software Engineer	Nov 2017 to Dec 2018
RESEARCH PROJECT EXPERIENCE	Think Silicon S.A. , IT Company, Greece	
	Graphics Software Engineer	Nov 2017 to Nov 2018
	<i>“LPGPU2: Low-Power Parallel Computing on GPUs 2”</i>	
	<i>“GPU-WEAR: Ultra-low power heterogeneous GPUs for Wearable/IoT devices”</i>	
	Information Technologies Institute, Centre for Research & Technology Hellas	
	Postdoc Researcher	Feb 2016 to Oct 2017
	<i>“FRAILSAFE: Sensing and predictive treatment of frailty and associated co-morbidities using advanced personalized models and advanced interventions”</i>	
	Athens University of Economics and Business, Dept. of Informatics , Greece	
	Postdoc Researcher	Apr 2014 to Jan 2016
	<i>“GLIDE: Goal-driven Lighting for Dynamic 3D Environments”</i>	
	<i>“PRESIOUS - Predictive digitization, restoration and degradation assessment of cultural heritage objects”</i>	
	The Ioannina University, Dept. of Computer Science & Engineering , Greece	
	Postdoc Researcher	Mar 2014 to Mar 2014
	<i>“Epirus On Androids”</i>	
	Student Researcher	Oct 2013 to Mar 2014
	<i>“CA.V.E.: Caves Virtual Environment”</i>	
	Student Researcher	Jul 2008 to Aug 2008
	<i>“AEOLUS: Algorithmic Principles for Building Efficient Overlay Computers”</i>	
	Student Researcher	Oct 2007 to Dec 2007
	<i>“Georouting: Placing and Routing in VLSI using Geometric Constraints”</i>	
	University of Cyprus, Dept. of Computer Science , Cyprus	
	Visiting Student Researcher	Mar 2012 to Jun 2012
	<i>“LLP/ERASMUS practical training program on applied research in Computer Graphics”</i>	

The Aegean University, Dept. of Prod. & Systems Design Engineering, Greece

Research Associate/Junior Developer

Feb 2009 to Oct 2009

“Methods development for point cloud decomposition based on 3D Jewellery applications”

Research Associate/Junior Developer

Dec 2007 to Mar 2008

“ByzantineCAD: CAD/CAM Methods for Reproducing Byzantine Jewellery”

**SELECTED
PUBLICATIONS**

A. A. Vasilakis, G. Papaioannou and I. Fudos, *k⁺-buffer: An efficient, memory-friendly and dynamic k-buffer framework*, IEEE Transactions on Visualization and Computer Graphics, vol. 21, no. 6, pages 688-700, June, 2015. DOI: [10.1109/TVCG.2015.2417581](https://doi.org/10.1109/TVCG.2015.2417581)

A. A. Vasilakis and I. Fudos, *Pose Partitioning for Multi-resolution Segmentation of Arbitrary Mesh Animations*, Computer Graphics Forum (Proceedings of Eurographics 2014), vol. 33 no. 2, pages 293-302, April, 2014. DOI: [10.1111/cgf.12327](https://doi.org/10.1111/cgf.12327)

A. A. Vasilakis and I. Fudos, *Depth-fighting Aware Methods for Multifragment Rendering*, IEEE Transactions on Visualization and Computer Graphics, vol. 19, no. 6, pages 967-977, June, 2013. DOI: [10.1109/TVCG.2012.300](https://doi.org/10.1109/TVCG.2012.300)

K. Vardis, **A. A. Vasilakis** and G. Papaioannou, *DIRT: Deferred Image-based Ray Tracing*, In Proceedings of the 8th Conference on High-Performance Graphics (HPG '16), pages 1-11, Dublin, Ireland, June 20-22, 2016. DOI: [10.2312/hpg.20161193](https://doi.org/10.2312/hpg.20161193)

K. Vardis, **A. A. Vasilakis** and G. Papaioannou, *A Multiview and Multilayer Approach for Interactive Ray Tracing*, In Proceedings of 20th meeting of the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D '16), pages 171-178, Redmond, WA, USA, February 27-28, 2016. DOI: [10.1145/2856400.2856401](https://doi.org/10.1145/2856400.2856401)

A. A. Vasilakis and I. Fudos, *k⁺-buffer: Fragment Synchronized k-buffer*, In Proceedings of the 18th meeting of the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D '14), pages 143-150, San Francisco, California, USA, March 14-16, 2014. DOI: [10.1145/2556700.2556702](https://doi.org/10.1145/2556700.2556702)

A. A. Vasilakis and I. Fudos, *S-buffer: Sparsity-aware Multi-fragment Rendering*, In Proceedings of the 33rd Annual Conference of Eurographics (EG '12), Short Papers, pages 101-104, Cagliari, Italy, May 13-18, 2012. DOI: [10.2312/conf/EG2012/short/101-104](https://doi.org/10.2312/conf/EG2012/short/101-104)

SCHOLARSHIPS

The Ioannina University, Dept. of Computer Science & Engineering, Greece

Heraclitus II grant through the operational programme “Education and Lifelong Learning” through the European Social Fund

2010 to 2013

EPEAEK fund from the University of Ioannina

2006 to 2007

AWARDS

The Ioannina University, Dept. of Computer Science & Engineering, Greece

Highest graduate grade in my class

Mar 2006

**ACADEMIC
EXPERIENCE**

The Ioannina University, Dept. of Computer Science & Engineering, Greece

Teaching Assistant

2006 to 2013

LANGUAGES

English (Fluent), Greek (Native)