



Andreas-Alexandros Vasilakis

JOB TITLE	Computer Graphics R&D	
PERSONAL INFORMATION	Born	12-10-1983, Corfu, Greece
	Address	43, Dim. Malagardi Str, Korydallos, Athens GR18120, Greece
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CONTACT INFORMATION	Web:	https://abasilak.github.io/
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	Skype, Twitter, GitHub:	abasilak
EDUCATION	The Ioannina University, Dept. of Computer Science & Engineering , Greece (Advisor: Professor Ioannis Fudos)	
	PhD	Sep 2008 to Jan 2014
	Thesis title: <i>Direct Rendering of Feature-based Skinning Deformations</i>	
	Master (8.92/10.0)	Feb 2006 to July 2008
	Thesis title: <i>Robust Skeletal Animation of Articulated Modular Solid Objects</i>	
	Bachelor (7.22/10.0)	Sep 2001 to Feb 2006
	Thesis title: <i>3D Reconstruction of Objects using 2D Figures</i>	
	2th Senior High School (18.2/20.0) , Corfu, Greece	Sep 1998 to July 2001
INDUSTRIAL EXPERIENCE	Think Silicon S.A. , IT Company, Greece	
	Graphics Software Engineer	Nov 2017 to Dec 2018
	Software design, development, build, testing, integration, monitor, documentation, management of graphics drivers and development kits for low-power graphics solutions. Technologies used: C, C++, EGL, OpenGL ES, Vulkan, Shell Scripting, CMake, Git, L ^A T _E X, Buildbot, Jenkins, Phabricator.	
RESEARCH PROJECT EXPERIENCE	Think Silicon S.A. , IT Company, Greece	
	Graphics Software Engineer	Nov 2017 to May 2018
	<i>“LPGPU2: Low-Power Parallel Computing on GPUs 2”</i>	
	Development of software development kit for creating power-aware, high-performance software applications for Wearable, IoT, and Embedded display devices. Technologies used: C, C++, OpenGL ES, ESSL, CMake, Git, L ^A T _E X.	
	Graphics Software Engineer	Jun 2018 to Dec 2018
	<i>“GPU-WEAR, Ultra-low power heterogeneous Graphics Processing Units for Wearable/IoT devices”</i>	
	Software architecture design and development of <i>GLOVE</i> ; an open-source cross-platform software library that translates at runtime OpenGL ES API calls to Vulkan API commands. Technologies used: C, C++, EGL, OpenGL ES, Vulkan, ESSL, SPIR-V, Git, GitHub.	

Information Technologies Institute, Centre for Research & Technology Hellas, Greece

Postdoc Researcher

Feb 2016 to Oct 2017

“FRILLSAFE: Sensing and predictive treatment of frailty and associated co-morbidities using advanced personalized models and advanced interventions”

I was mainly responsible for the coordination of the first work package of the FrailSafe project. Among others (e.g. serious games design and content creation, GIS), I developed high-performance multi-fragment rendering solutions for mobile and VR/AR devices. Technologies used: Augmented Reality, Android, Java, OpenGL ES, Processing, Game Design, Blender, Trello, Slack.

Athens University of Economics and Business, Dept. of Informatics, Greece

Postdoc Researcher

Apr 2014 to Jan 2016

“GLIDE: Goal-driven Lighting for Dynamic 3D Environments”

Research and development of high-performance multifragment rendering methods with applications on global illumination and image-based techniques. Technologies used: C++/C#, OpenGL, Optix, TortoiseSVN, L^AT_EX.

“PRESIOUS - Predictive digitization, restoration and degradation assessment of cultural heritage objects”

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

Postdoc Researcher

Mar 2014 to Mar 2014

“Epirus On Androids”

I was responsible for dissemination, communication, community building and exploitation aspects of the project.

Student Researcher

Oct 2013 to Mar 2014

“CA.V.E.: Caves Virtual Environment”

I was responsible for the 3D digitization of delicate cultural heritage objects available from Perama's Cave museum. This task included the digital recording via a 3D handheld laser scanner as well as the data processing of the digitized object, which involves the geometric & texture data processing (repairing/fairing & creation/mapping). Technologies used: Creaform Handyscan 3D Scanner, MeshLab, Geomagic Studio.

Student Researcher

Jul 2008 to Aug 2008

“AEOLUS: Algorithmic Principles for Building Efficient Overlay Computers”

Student Researcher

Oct 2007 to Dec 2007

“Georouting: Placing and Routing in VLSI using Geometric Constraints”

University of Cyprus, Dept. of Computer Science, Cyprus

Visiting Student Researcher

Mar 2012 to Jun 2012

“LLP/ERASMUS practical training program on applied research in Computer Graphics”

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”

I was responsible for the implementation of advanced 3D mesh segmentation algorithms.

Technologies used: C++, OpenGL, OpenMP.

Research Associate/Junior Developer

Dec 2007 to Mar 2008

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

I have been involved in the development of a point cloud rendering system for 3D CAD models. Especially, I worked on porting the triangulation and normal estimation procedures on the GPU.

Technologies used: C++, OpenGL.

JOURNAL
PUBLICATIONS

A. Lalos, **A. A. Vasilakis**, A. Dimas and K. Moustakas, *Adaptive Compression of Animated Meshes by Exploiting Orthogonal Iterations*, The Visual Computer (Proceedings of CGI 2017), Vol. 33, Issue 6, pages 811-821, 2017. DOI: [10.1007/s00371-017-1395-4](https://doi.org/10.1007/s00371-017-1395-4)

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)

J. Rossignac, I. Fudos, and **A. A. Vasilakis**, *Direct Rendering of Boolean Combinations of Self-Trimmed Surfaces*, Computer-Aided Design, Volume 45, Issue 2, February 2013, pages 288-300, ISSN 0010-4485. DOI: [10.1016/j.cad.2012.10.012](https://doi.org/10.1016/j.cad.2012.10.012)

A. A. Vasilakis and I. Fudos, *GPU Rigid Skinning using a Refined Skeletonization Method*, Computer Animation and Virtual Worlds, 22: 27-46, 2011. DOI: [10.1002/cav.382](https://doi.org/10.1002/cav.382)

CONFERENCE
PUBLICATIONS

A. A. Vasilakis, K. Vardis, G. Papaioannou and K. Moustakas, *Variable k-buffer using Importance Maps*, In Proceedings of the 38th Annual Conference of Eurographics (EG '17), Short Papers, pages 21-24, Lyon, France, April 24-28, 2017. DOI: [10.2312/egsh.20171005](https://doi.org/10.2312/egsh.20171005)

A. A. Vasilakis, I. Fudos and G. Antonopoulos, *PPS: Pose-to-Pose Skinning of Animated Meshes*, In Proceedings of the 2016 Computer Graphics International Conference (CGI '16), Short Papers, pages 53-56, Heraklion, Crete, Greece, June 28-July 1, 2016. DOI: [10.1145/2949035.2949049](https://doi.org/10.1145/2949035.2949049)

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 G. Papaioannou, *Improving k-buffer methods via Occupancy Maps*, In Proceedings of the 36th Annual Conference of Eurographics (EG '15), Short Papers, pages 69-72, Zurich, Switzerland, May 4-8, 2015. DOI: [10.2312/egsh.20151017](https://doi.org/10.2312/egsh.20151017)

	<p>A. A. Vasilakis and I. Fudos, <i>k⁺-buffer: Fragment Synchronized k-buffer</i>, 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</p> <p>A. A. Vasilakis and I. Fudos, <i>S-buffer: Sparsity-aware Multi-fragment Rendering</i>, 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</p> <p>A. A. Vasilakis and I. Fudos, <i>Skeleton-based Rigid Skinning for Character Animation</i>, In Proceedings of the Forth International Conference on Computer Graphics Theory and Applications (GRAPP '09), pages 302-308, Lisbon, Portugal, February 5-8, 2009.</p>
POSTER PUBLICATIONS	<p>A. A. Vasilakis and G. Papaioannou, <i>Accelerating k⁺-buffer using efficient fragment culling</i>, ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games 2015 (Posters), pages 129-129, San Francisco, California, USA, February 27-March 01, 2015. DOI: 10.1145/2699276.2721402</p> <p>E. Eftaxopoulos, A. A. Vasilakis and I. Fudos, <i>AR-TagBrowse: Annotating and Browsing 3D models on Mobile Devices</i>, Eurographics 2014 (Posters), Strasbourg, France, April 7-11, 2014.</p> <p>A. A. Vasilakis and I. Fudos, <i>Z-fighting aware depth Peeling</i>, SIGGRAPH 2011 (Posters), Vancouver, Canada, August 7-11, 2011. DOI: 10.1145/2037715.2037801</p> <p>A. A. Vasilakis, G. Antonopoulos and I. Fudos, <i>Pose-to-Pose Skinning of Animated Meshes</i>, ACM/Eurographics Symposium on Computer Animation (Posters), Vancouver, Canada, August 5-7, 2011.</p>
TECHNICAL REPORTS	<p>A. Gkaravelis, C. Kalampokis, G. Papaioannou, K. Vardis, A. A. Vasilakis, STAR on Interactive Global Illumination Techniques and Inverse Lighting Problems, GLIDE: Goal-driven Lighting for Dynamic 3D Environments, Deliverable 1.1, August 2014.</p>
PRESENTATIONS	<p>CS.UOI, <i>Improving k-buffer methods via Occupancy Maps</i>, Ioannina, Greece Feb 2015</p> <p>Eurographics '14, <i>Pose Partitioning for Multi-resolution Segmentation of Arbitrary Mesh Animations</i>, Strasbourg, France Apr 2014</p> <p>I3D '13, <i>Depth-fighting Aware Methods for Multi-fragment Rendering</i>, Orlando, USA Mar 2013</p> <p>CS.UCY, <i>Multi-fragment Rendering Solutions</i>, Nicosia, Cyprus Mar 2012</p>
REVIEWER	Computers & Graphics, JCGT, CGI, GRAPP
RESEARCH INTERESTS	character deformation, animation compression, mesh segmentation, multi-fragment rendering, global illumination, image-based effects, virtual/augmented reality.
MEMBERSHIP	Khronos Group, ACM, EG
SCHOLARSHIPS	<p>The Ioannina University, Dept. of Computer Science & Engineering, Greece</p> <p>Heraclitus II grant through the operational programme “Education and Lifelong Learning” through the European Social Fund 2010 to 2013</p> <p>EPEAEK fund from the University of Ioannina 2006 to 2007</p>

AWARDS	ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games	
	My paper titled “ k^+ -buffer: Fragment Synchronized k -buffer” was among the four best papers in I3D’14	Mar 2014
	ACM Stipend Grant	Mar 2013
	The Ioannina University, Dept. of Computer Science & Engineering , Greece	
	Highest graduate grade in my class	Mar 2006
ACADEMIC EXPERIENCE	Athens University of Economics and Business, Dept. of Informatics , Greece	
	PhD Co-Supervision (with Professor Georgios Papaioannou)	
	K. Vardis, <i>Efficient Illumination Algorithms for Global Illumination in Interactive and Real-Time Rendering</i>	Dec 2016
	The Ioannina University, Dept. of Computer Science & Engineering , Greece	
	Master Co-Supervision (with Professor Ioannis Fudos)	
	K. Tziomakis, <i>Deformation Based Volume Preservation for Mesh Animation</i>	Jul 2012
	A. Lazos, <i>Deformation Transfer and Animation Editing</i>	Jan 2012
	G. Antonopoulos, <i>Fast Realistic Skinning of Highly Deformable Objects</i>	Nov 2010
	Bachelor Co-Supervision (with Professor Ioannis Fudos)	
	P. Savvidou, <i>Algorithms for normal correction of 3D meshes</i>	Nov 2011
	Teaching Assistant	
	Tutoring, creating/grading exercises, and invigilating exams for the undergraduate level courses on Computer Graphics (Xlib, OpenGL)	2008 to 2013
TECHNICAL SKILLS	Programming Languages: C, C++ Graphics APIs: Vulkan, OpenGL (ES), GLSL, Optix, WebGL Multimedia Tools: Blender and Adobe Photoshop, Illustrator, Premiere Experience developing: <ul style="list-style-type: none"> • real-time and offline rendering systems. • high and low-level code optimizations. Secondary Skills: Android, Java, C#, Python, OpenCL, OpenMP, Processing, HTML/CSS, L ^A T _E X, GitHub	
LANGUAGES	English (Fluent), Greek (Native)	
PERSONAL INTERESTS	Sports & Fitness Activities: Running, Bicycling, Basketball, Soccer Games: Chess, Video Games, Card Games	
MILITARY SERVICE	Greek Army	May 2014 to Feb 2015