# Christian Tsalidis

Portfolio | LinkedIn | GitHub | ResearchGate     Email: ctsalidis@outlook.com

Location: Copenhagen S, Denmark     Mobile: +45 50303198

## DEVELOPER OF INTERACTIVE MEDIA TECHNOLOGY

I am a skilled programmer with **6+ years of experience** in developing interfaces for **Human-Computer Interaction (HCI)**. My professional interests center around **virtual reality and 3D real-time spatial interfaces** that are universally accessible, and I am passionate about creating innovative solutions to meet the needs of diverse users by working closely with them through **user-centered design**. With a focus on back-end functionality, I am well-versed in bringing **ideas to life** through an iterative process of design, implementation, and evaluation of prototypes with creative problem-solving skills. I have extensive experience being a **part of a team** and have a talent for delivering high-quality results even on tight deadlines. I am a **fast learner**, **passionate**, I'm strongly committed to staying up-to-date with the latest programming architecture design principles and I quickly adapt to new technologies and approaches. I have two academic research papers published in prestigious conferences within HCI. Namely, at the Computer Human Interaction (CHI23), and Audio Engineering Society (AES 2022) conferences. Moreover, besides my work experience, I have worked on multiple projects in collaboration with various organizations including but not limited to Microsoft Enable Group and Center for Hearing and Balance (CHBC) at Rigshospitalet.

I have detailed all relevant projects on my portfolio website: https://www.ctsalidis.com/.

## TECHNICAL SKILLS

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|---|---|---|
| **Programming** | : | C#, Swift, Java, Python, JavaScript, TypeScript, Dart, SQL, MDX, JSON, HTML, XML, LaTex |
| **Stack** | : | Unity, Rider, VS Code, Xcode, Git, NextJS (React & TailwindCSS), Blender, Obsidian |
| **Platforms** | : | VR (Meta Quests & HTC Vive), AR (HoloLens 2 & Mobile), Collaborative accessible interfaces (2D & 3D) |
| **Networking** | : | Unity Netcode, Mirror, Normcore, Photon Fusion |
| **Back-end** | : | Azure Services, AWS S3, PlayFab, Firebase, Postman |
| **Languages** | : | English (fluent), Danish (intermediate), Spanish (native) |

## EXPERIENCE

**XR research assistant**     Sep 2023 – Present
*Aalborg University in Multisensory Experience Lab - Full time*     *Copenhagen, Denmark*

- Research and development of **educational and collaborative VR** experiences with Unity.
- **Teacher assistant** in Programming of immersive technologies.
- **Website development** - in charge of updating the ME-Lab's website with modern design and frameworks.

**Student iOS developer**     Jun 2019 – Jun 2023
*MAN Energy Solutions - Part time*     *Copenhagen, Denmark*

- Development of an iOS app that helped engineers with technical documentation, such as ship engine specifications, troubleshooting of problems, and more. Targeted to users internally at the company and external customers.
- Improved and optimized existing code and fixed bugs. Developed new code and data flow using Model-View-Controller **(MVC)** and relevant **programming design principles**.
- Learned to **quickly adapt** to new technologies and **work with the team** to reach deadlines on time.

**Teacher Assistant**     Sep 2020 – Jan 2024
*Aalborg University - Part time*     *Copenhagen, Denmark*

- Assisted professors with courses during lectures, prepared lecture materials and workshops, and graded student assignments.
- Programming of **Immersive Technologies** (Oct 2023 – Jan 2024)
- Programming of **Interactive 3D worlds** (Oct 2022 – Jan 2023)
- Programming for **Services** (Sep 2020 – Jan 2021)

## EDUCATION

**Aalborg University (AAU CPH)**     Copenhagen, Denmark
*Master of Science (MSc) in Medialogy specialized in interaction design - GPA: 11.8/12*     *Sep 2021 – July 2023*

**Aalborg University (AAU CPH)**     Copenhagen, Denmark
*Bachelor of Science (BSc) in Medialogy - GPA: 10.8/12*     *Sep 2018 – Jun 2021*

**Escuela Técnica Superior de Ingeniería y Diseño Industrial (ETSIDI UPM)**     Madrid, Spain
*Bachelor in Electronics and Automation Engineering - Moved to Denmark after 1 year*     *Sep 2017 – Jul 2018*