



Evangelos Stamkopoulos

RESEARCH ASSISTANT

NO CONTACT INFO PROVIDED
FOR THIS VERSION

PROFILE

Exacting research assistant with 1+ years of experience. Provides high-level lab assistance towards the research and development of innovative digital tools in the fields of web accessibility and cognitive training.

SKILLS

Project Management



Problem Solving



Creativity



Adaptability



WORK EXPERIENCE

RESEARCH ASSISTANT

The Laboratory of Medical Physics, AUTH

Oct 2020 - Present

- Research & Development of Web Accessibility tools
- Developed XR Serious Games using Unity3D & C#
- Collaborated in parallel with different teams

IT ENGINEER

Research & Informatics Dpt. Hellenic Air Force

Dec 2021 - Present

- Active role in Database Management
- Earned Rank of Sergeant
- Completing military service in May 2022

INTERNSHIP TRAINEE

NextGrowth Novelty Corporation

Feb 2020 - Sep 2020

- Conducted EEG measurements
- Analyzed EEG data using BESA & MATLAB

WEB DEVELOPER

Self-Employed

Jan 2018 - Dec 2019

- Developed e-Learning Platform for Interreg Project
- Designed multiple e-Shops & promotional Websites

EDUCATION HISTORY

**Diploma in
Electrical & Computer Engineering**

Aristotle University of Thessaloniki

Dec 2015 - Oct 2021

- Integrated Masters
- Specialized in Telecommunications

Exchange Student

Beihang University of Beijing

Feb 2018 - July 2018

- Excelled in all courses taught in English
- Enjoyed plenty of International Experience

PROJECTS

NeuroFootballCoach

Serious Game in VR designed for cognitively training soccer players Jul 2020 - Present

- Lead developer and EEG experiment co-designer
- Among the tools used were: Unity3D, C#, Python, PHP, Angular, Blender, Adobe Photoshop, Adobe Illustrator

CP-AGEING

e-Training program for promoting Active Ageing of people with Cerebral Palsy Oct 2020 - Present

- Gathering of Web Accessibility needs
- Development of innovative web accessibility tools
- Among the tools used were: Moodle, PHP, JavaScript, Ubuntu Server

PUBLICATIONS

- "Neuroplastic effects of a gamified VR based Multiple Object Tracking application", Stamkopoulos et al.

9th Panhellenic Conference on Biomedical Technology, Sep. 2021

- "Towards an accessible e-training platform for the ageing well of people with Cerebral Palsy and their caregivers: The case of CP-Ageing project," Livanidou et al.

14th PErvasive Technol. Relat. to Assist. Environ. Conf., pp. 185–191, Jun. 2021

TECHNICAL SKILLS

Game Development

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Data Analysis

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API Development

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Coding Language Migration

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ADDITIONAL NOTE

Highly aspiring 24-year old Engineer enjoys working on groundbreaking ideas while his ability to think out of the box distinguishes him.

Relaxed and perceptive individual always ready to rise to challenge.

LANGUAGES

English

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Greek

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Chinese

● ● ● ● ● ● ● ●

French

● ● ● ● ● ● ● ●

