

Kostas Filippou
3D Artist | Multimedia Developer | Interactive Systems
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[Profile]

Multimedia artist and creative developer with an integrated MA & BA in Fine Arts. My work explores the intersection of digital media, visual storytelling, and interactive technologies. I focus on creating immersive environments and audiovisual experiences that combine artistic experimentation with real-time tools. I'm particularly interested in how complex systems can emerge from simple rules, and how this idea can be explored through visual and interactive forms.

[Skills]

3D Modeling & Visualization

- Blender (advanced)
- Unreal Engine 5 (real-time rendering)
- TouchDesigner (interactive visualizations)

Rendering & Post-processing

- Premiere Pro
- After Effects
- Davinci Resolve

Data Visualisation - Sonification

- Processing
- Pure Data
- Sonic Pi
- Javascript Canvas

Languages

- Greek (native)
- English (fluent - written & verbal)

[Professional Experience]

3D Environment & Avatar Developer

After Malaria (Jan 2025 - Present)

- Created a 3D environment in Unreal Engine for a transdisciplinary research project - Designed and integrated a virtual avatar with a custom Large Language Model (LLM) - After Malaria: A transdisciplinary multimodal research project funded by the KONE Foundation. Combining arts and sciences to explore public health heritage and what lessons can be drawn for application today.

Creative Technologist & Multimedia Artist

Buffer Fringe Performing Arts Festival - Cyprus (Oct 2023)

- Designed and implemented "cloud.torrent", a hybrid kinetic and projection-based installation
- Created a mechanically animated cotton cloud that responded to audience presence - Mapped real-time video footage of the installation's exterior onto the cloud surface, enhanced with live visual effects
- Combined physical movement and reactive visuals to explore environmental perception and mediation

[Education]

MA & BA in Fine Arts - University of Western Macedonia, Greece (2018-2023)

Focus: 3D Art, Interactive Media

[Links]

<https://cph97.github.io/>

<https://shameru.com/bufferfringe2023.html>