

Costas Philippou

3D Artist | Multimedia Developer | Interactive Systems

costas.ph97@gmail.com | Larnaca, Cyprus

[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

Project "After Malaria" - University of Helsinki (Jan 2025 - Present)

- Developed a detailed 3D environment using Unreal Engine for an interactive, research-based installation
- Designed and implemented a virtual avatar integrated with a custom Large Language Model (LLM)
- Project forms part of a postdoctoral research initiative focused on public health, memory, and digital storytelling

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

Installation Developer

Thesis Project - University of Western Macedonia (Jun 2023)

- Developed "Tube Network," an Arduino/Teensy-based sound installation with light interaction
- Emphasis on spatial sound and interactive logic

[Education]

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

Focus: 3D Art, Interactive Media