

Education

2017–2018 **MSc High Performance Computer Graphics & Games Engineering**, University of Leeds, UK.

Course contents: Computer graphics, Path Tracing, Real Time Graphics (Vulkan & Cuda), Game Engines, Machine Learning

Project: Real-Time Point-Based Rendering ([Project link](#))

Finished with Distinction

2009–2016 **Diploma of Electrical and Computer Engineering**, University of Patras, Greece.

Course contents: Computer Science, Electrical Engineering, Signal Processing, Control Systems, Microelectronics

Chosen track: Software and Microelectronics

Thesis: Voxel Based Multigrid Solver for 3D Deformable Objects, Advisor Assistant Prof. K. Moustakas ([Thesis link](#))

Positions & Experience

2018–2019 **Predoc Intern.**

Nov–Mar

GRAPHDECO INRIA, Sophia Antipolis, France

2016–2017 **Application Development Associate.**

Accenture, Athens, Greece

2016 **Android Developer Intern.**

Mar–Jul

Eventora, Athens, Greece

Publications

- 2020 **Practical Product Path Guiding Using Linearly Transformed Cosines**, Stavros Diolatzis, Adrien Gruson, Wenzel Jakob, Derek Nowrouzezahrai, George Drettakis, EGSR 2020.

[\(Project link\)](#)

Honors & Awards

- 2017 **High Performance Computer Graphics & Games Engineering Scholarship**, University of Leeds, United Kingdom.

Awarded to 5 students on the basis of academic excellence and/or professional experience.

Technical Skills

- **Programming Languages:** C/C++, Cuda, GLSL, Java, C#, Python, SQL, Matlab, Latex.
- **Software, Frameworks and Libraries:** Android Studio, Pytorch, PyBind 11, Enoki, Git [\(GitHub link\)](#) [\(GitLab link\)](#), .NET, Microsoft Visual Studio, OpenGL, Vulkan, Mitsuba 1 & 2, PBRT v3, Unity 3D.

Languages

- **Greek**
Mother tongue.
- **English**
Michigan Certificate of Proficiency.
Academic IELTS, Overall 8/9.
- **German**
Goethe-Zertifikat.