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Vienna, Austria

manoskary

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SKILLS

- **Programming Languages** : Python, Pytorch, C, OCaml
- **Maintenance** : Skilled in DevOps practices ensuring continuous integration, testing, and deployment across projects
- **Software & Tools** : MaxMSP, Reaper, Inkscape, SuperCollider, MuseScore
- **Music Instruments** : Guitar, Trumpet & Piano
- **Music Production** : Skilled in composition and audio mixing, with experience producing original music pieces.
- **Teaching and Mentorship** : Experienced lecturer; supervised many students and interns
- **Research Methodology** : Published 15+ papers.
- **Team Management** : Collaborated in interdisciplinary teams to develop deep-learning models and software for music
- **Project Management** : Led complex projects, from conception to publication
- **Transdisciplinarity** : Higher knowledge and degrees from three domains, music, mathematics, and computer science.
- **Efficiency and Attention to Detail** : Dedicated to efficiency and precision, with a meticulous approach to research, publication, and code quality.
- **Adaptability** : Worked and lived in 3 countries speaking fluently 4 languages

LANGUAGE SKILLS

- French
- English
- Greek
- German

PROFILE

Emmanouil Karystinaios obtained his Ph.D. in artificial intelligence at the Computational Perception Institute of Johannes Kepler University. His research focuses on , Graph Neural Networks, Computational Musicology and Music Information Retrieval. Currently, he is working on Automatic Analysis of Symbolic Music using Graph Neural Networks (GNNs)

PROFESSIONAL EXPERIENCE

JOHANNES KEPLER UNIVERSITY

2020 – PRESENT

Conducted Research on Music Information Retrieval and produced over 15 publications in high ranking conferences over the past 3 years.

UNIVERSITY OF MUSIC AND PERFORMING ARTS VIENNA

2022 – 2023

Teaching position as Lecturer on the topic of Music and Sound Computing.

UNIVERSITY OF FINE ARTS LINZ

2021 – 2023

Teaching position as Lecturer on the topic of Music and Sound Computing.

TELECOM PARIS

2019 – 2020

(Internship) Musical style classification with deep learning.

STRASBOURG INSTITUTE FOR ADVANCED MATHEMATICS

2019

(Internship) Topological tools for music analysis graphs.

PROJECTS

GRAPHMUSE

2023 – 2024

Created and published an open-source python library for Graph-Based Deep learning on Symbolic music.

- Standardized methodologies for data handling
- Formalized input and output ontologies for graph-based representations of music
- Introduced high-capable music intuitive models

PARTITURA

2020 – PRESENT

Active developer of the Python package Partitura for symbolic music processing. Main contributions:

- DevOps and continuous development with test suites
- Wrote several parsers for symbolic music formats
- Developed ontologies for musical elements such as harmony, phrases, intervals, etc.

GRAPH MUSIC ANALYSIS

2021 – PRESENT

Developed several State-of-the-art graph-based deep-learning models for music analysis on tasks such as Cadence Detection, Harmonic Analysis, composer classification, and voice separation.

EDUCATION

JOHANNES KEPLER UNIVERSITY LINZ

2021 – 2024

Doctorate Degree on AI from the Department of Technical Sciences.

DIDEROT UNIVERSITY PARIS 7

2018 – 2020

Master on Mathematical Logic and Programming Fundamentals from the Department of Mathematics

DESCARTES UNIVERSITY PARIS 8

2017 – 2019

Master of Composition and Musical Programming from the Department of Fine Arts

ARISTOTLE UNIVERSITY OF THESSALONIKI

2012 – 2017

Diploma of Musicology from the Department of Fine Arts with integrated Master on Composition and Analysis