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SKILLS

- **Programming Languages** : Python, Pytorch, C, Git
- **Maintenance** : Skilled in CI/CD practices ensuring continuous integration, testing, and deployment across projects
- **Software & Tools** : MaxMSP, Reaper, Ableton, Inkscape, MuseScore
- **Music Instruments** : Guitar, Trumpet & Piano
- **Music Production** : Skilled in DSP techniques and audio mixing, with experience producing original music pieces.
- **Teaching and Mentorship** : Experienced lecturer; supervised many students and interns.
- **Research Methodology** : Published 15+ papers in top-tier conferences in last 3 years.
- **Team Managment** : Collaborated in interdisciplinary teams to develop deep-learning models and software for music.
- **Project Development** : Led complex projects, currently involved on multi-million project calls.
- **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 ██████████

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) and Generative Audio/Music Models for Music Therapy.

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 fast and efficient data handling
 - Formalized input and output ontologies for graph-based representations of music
 - Introduced high-capable State-of-the-art 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.
- GENERATIVE MUSIC MEDICINE 2024 – PRESENT
Fine-tuned large music/audio generative models (diffusion and autoregressive). Developed, trained and deployed emotion-based conditioning for such models for the purpose of applying them in a music therapy setting.

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 an integrated Master on Composition and Analysis