



Andreas Makas

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Experience

2022-2024

Researcher — [Forensic Architecture](#) | [Forensis](#)

VFX Simulations, 3D modelling and visualization, QGIS mapping and analysis, design and research, interactive platform design

2020-2024

CG Generalist / FXTD — Freelance

3D animated environments, VR/AR, video editing, motion design, presentation and communication of the investigation to wider audiences, information design

Latest works: [Forensis](#) - [Pylos Investigation](#) | [The Guardian](#) | [Solomon](#)

Digital Design for [Surge Scotland](#) - interactive urban performance

Installation research + mapping for: [website](#) + other publications

2015-2024

Designer / Architect — Freelance

Archviz, architectural services, interactive design/workshops, graphic design

Education

2018

MSc Advanced Sustainable Design

University of Edinburgh ESALA

2014

MArch Architectural Engineering (Integrated Masters)

Democritus University of Thrace School of Architecture

Software

Houdini / QGIS / Blender / Python / Mapbox / UE5 / Cycles / Redshift / Karma / Adobe Photoshop / Illustrator / AfterEffects / InDesign / AdobeCC

Awards / Exhibitions

2023

[The Daphne Caruana Galizia Prize for Journalism](#) — Strasbourg

Awarded by the European Parliament for the investigation regarding the loss of the fishing trawler 50 nautical miles outside Pylos in south-western Greece, leaving over 600 refugees dead.

2023

[The Nebelivka Hypothesis](#) — Venice Biennale

Investigation of ancient landscape of ruins | In-house(FA) technical consultation

2018

[Planetary Health Annual Meeting](#) — Edinburgh

Building Futures Exhibition | physical interactive model and sustainable strategies

Languages

English, Greek, German (Working)