

EXPERIENCE

May 2020 - present Senior Front-End Engineer
Learnworlds, Athens, GR

At Learnworlds, I mainly focus on fixing bugs and issues related to the front-end architecture & performance of an upcoming version of a core product.

CSS3 ES6+ HTML5 LESS VUEJS VUEX WEBPACK

Nov. 2019 - Apr. 2020 Senior Front-End Engineer
Goodfellas, Athens, GR

Freelanced for a few projects of Good Fellas, including the redesigned CallistaCrafts.com website, where I created from scratch the custom interface. At Good Fellas, I really enjoyed experimenting with WebGL-based visual effects synced to the DOM, using ThreeJS.

CSS3 ES6+ HTML5 SCSS THREEJS VANILLA JS WEBPACK

Jul. 2018 - Oct. 2019 Senior Front-End Engineer
11888 giaola, Athens, GR

I led the transition from Grunt to Webpack, introduced StorybookJS and created from scratch the Giaola UI Components kit, using VueJS, SCSS and the principles of atomic design. At Giaola, I single-handedly implemented the front-end of new verticals with advanced UI requirements, while keeping the components library DRY and on par with the designs.

CSS3 ES6+ HTML5 SCSS STORYBOOK VUEJS VUEX WEBPACK

Apr. 2017 - Mar. 2018 Founder & Technical Director
BlockLicense, Athens, GR

BlockLicense was a startup incubated at Eurobank's EGG program aiming to revolutionize the way digital works are licensed by embedding the creator's license into media assets without affecting their functionality. An MVP was created that allowed creators to embed complex licensing and revenue sharing flows, while allowing buyers to instantaneously buy a license for the desired work. At BlockLicense, I single-handedly created the MVP using VueJS, Electron, Adobe XMP and smart Ethereum Blockchain contracts.

BLOCKCHAIN ES6+ ELECTRON ETHEREUM HTML5 SCSS SOLIDITY VUEX VUEJS
WEBPACK

Jun. 2016 - Mar. 2017 Creative Coder & Maker
The Office for Experimental Media, Athens, GR

Self Employed - I collaborated with a few interactive media artists, creating custom electronics and software that brought their works to life. By sensing the environment and controlling audio visual equipment, rich experiences were created such as video projections with interactive real-time graphics.

ARDUINO C++ CINDER COMPUTER VISION OPENCV OPENGL KINECT

May 2015 - May 2016 IT Support
JNL+ Advertising, Athens, GR

At JNL+ I was a jack of all trades. My responsibilities included being the admin of the Windows Server based company-wide network and an on-premises render farm. I also created mini websites for customers and worked on internal interactive prototypes.

CSS3 HTML5 KINECT PHP

- Aug. 2014 - Sep. 2014 Artist in Residence
Salzburger Plattform für Medienkunst & Experimentelle Technologien, Salzburg, AT
A two month artist residency in Salzburg, where I designed a CNC machine that can print Buddhist sand mandalas.
- ARDUINO SOLIDWORKS
- Dec. 2011 - Aug. 2013 Researcher, Multimedia Technology
Fachhochschule Salzburg, Salzburg, AT
Member of CADET, a project funded by the Austrian government, working on the implementation of a new dataflow programming environment based in C++ and OpenGL for creative applications.
- BOOST C++ CINDER OPENCV QT QT QUICK
- Oct. 2012 - Jan. 2013 Adjunct Lecturer, Physical Computing
Fachhochschule Salzburg, Salzburg, AT
Taught an introductory course on physical computing to postgraduate students of the fachhochschule. The class was structured around hands-on workshops, where students were encouraged to try things out. The class scored top points among the classes in the curriculum in the evaluation by the students.
- ARDUINO C++
- Jul. 2011 - Nov. 2011 Creative Coding Freelancer
Pentagram, NYC, USA
Lead software developer in Eddie Opara's team, at the legendary - among graphic designers - Pentagram NYC office. At Pentagram, I created real-time interactive graphics for the large-scale touch-table designed and installed at the SCAD Museum of Art in Savannah, USA. I also worked on smaller projects where I created tools and scripts for Adobe Illustrator to assist designers in the creation of their desired content.
- C++ CINDER JAVASCRIPT OPENGL SCRIPTOGRAPHER
- Jun. 2010 - Aug. 2010 Creative Coding Intern
Potion Design, NYC, USA
At Potion I worked on procedural real-time graphics for the the award-winning interactive tables and wall installed at the NOVIY Bar Restaurant in Moscow, Russia.
- C++ OPENCV OPENGL POCODE
- Jan. 2008 - Jul. 2009 Creative Technologist Freelancer
Self Employed, Athens, GR
Among several projects created the "Marlboro Sensor Glove" for Arc Worldwide, an interactive installation that toured several cities in Greece as part of the promotion for Marlboro cigarettes.
- OPENCV PROCESSING SOLIDWORKS
- Sep. 2006 - Dec. 2007 Software Developer
Kitchenway, Athens, GR
Designed and developed an invoicing system that covered company specific-needs.
- GTK+ PYTHON
- Jul. 2005 - May 2006 UI Design
Visionmetric, Canterbury, UK
- ACTIONSRIPT FLASH
- Feb. 2004 - Feb. 2005 Corporal
Hellenic Army Artillery
Compulsory 12 month long military service.

- Nov. 2001 - Jan. 2004 IT & Supply Assistant
Vende Moda, Athens, GR
Responsible for the correspondence and meetings with the international suppliers of the company
- Oct. 2000 - Jun. 2001 Teaching Assistant
SPS - University of Kent, Canterbury, UK
Supported the laboratory and console sessions, corrected and marked student work in the classes of Mathematics (Foundation Year) , Physics Labs (1st Year) and Image Processing (2nd Year).
- MATLAB

EDUCATION

- May 2011 MPS, Interactive Telecommunications
Tisch School of the Arts, NYU, USA
Focus: Creative Coding, Interactive Installations, Physical Computing, Media Art
- Jun. 2001 MSc. by Research, Physics
SPS, University of Kent, UK
Thesis: Human Face Detection in Color Images Using Gaussian Scale-Space Theory and Hidden Markov Models
- Jun. 1999 BSc., Physics with Optoelectronics
SPS, University of Kent, UK
Thesis: Experimental Analysis of Photographic Shutters and Flash Synchronization in Commercial Cameras

SKILLS MATRIX

HTML5	<div></div> <div></div> <div></div> <div></div> <div></div>	CSS3	<div></div> <div></div> <div></div> <div></div> <div></div>	JS	<div></div> <div></div> <div></div> <div></div> <div></div>	VueJS	<div></div> <div></div> <div></div> <div></div> <div></div>
ThreeJS	<div></div> <div></div> <div></div> <div></div> <div></div>	C++	<div></div> <div></div> <div></div> <div></div> <div></div>	OpenGL	<div></div> <div></div> <div></div> <div></div> <div></div>	Cinder	<div></div> <div></div> <div></div> <div></div> <div></div>
OF	<div></div> <div></div> <div></div> <div></div> <div></div>	Processing	<div></div> <div></div> <div></div> <div></div> <div></div>	QT	<div></div> <div></div> <div></div> <div></div> <div></div>	Arduino	<div></div> <div></div> <div></div> <div></div> <div></div>

AWARDS

- 2013 Honorary Mention, Salzburger Landespreis für Medienkunst
- 2012 Communication Arts Annuals, Interactive
- 2011 Annual Design Review, Interactives, I.D. Magazine
- 2010 George E. Athans Scholar, NYU

TECHNICAL REVIEWING

- Jan. 2013 K. Rijnicks, Cinder - Begin Creative Coding, Packt Publishing, 2013