NIKOLAS PSAROUDAKIS

www.nikolaspsaroudakis.com
psaroudakis@gmail.com
+30-6945297001
Athens, Greece

EDUCATION

May 2011 — MPS, Interactive Telecommunications
Tisch School of the Arts, New York University, USA

Focus: Creative coding, physical computing, digital fabrication, interactive installations, media art

Jun. 2001 — MSc. by Research, Physics
University of Kent, UK

Thesis: Human Face Detection in Color Images Using Gaussian Scale-Space Theory & Hidden Markov Models.

Jun. 1999 — BSc, Physics with Optoelectronics
University of Kent, UK

Thesis: Experimental Analysis of Photographic Shutter and Flash Synchronisation in Commercial Cameras.

WORK EXPERIENCE

Dec. 2011 - Aug. 2013 — Researcher, Multimedia Technology, FH Salzburg, Austria

Member of an FFG funded project, working on the implementation of a new dataflow programming environment for creative applications.

Oct. 2012 - Jan. 2013 — Adjunct Professor, Physical Computing, FH Salzburg, Austria

Taught an introductory course on physical computing as part of the Masters curriculum.

Jul. 2011 - Nov. 2011 — Creative Coding, Pentagram, New York, USA

Lead software developer for a large-scale interactive touch-table installed at the SCAD Museum of Art in Savannah, USA.

Jun. 2010 - Aug. 2010 — Intern, Potion Design, New York, USA

Software developer for the interactive tables and wall installed at the NOVIY Bar-Restaurant in Moscow, Russia.

The NOVIY project received the 18th Annual Communication Arts Interactives Award and is the winner of the I.D. Magazine Annual Design Review in the Interactive Category, both for 2011.

Jan. 2008 - Jul. 2009 — Freelance Creative Technologist, Athens, GR

Among several projects, created the "Marlboro Sensor Glove" for Leo Burnett / Arc Worldwide, an interactive installation that toured several cities in Greece as part of the promotion for Marlboro cigarettes.

Sep. 2006 - Dec. 2007 — Python Development, Kitchenway, Athens, GR

Designed and developed an in-house invoicing and order tracking system that covered the company specific needs.

Jul. 2005 - May 2006   User Interface Design, VisionMetric, Canterbury, UK

Designed an alternate interface aimed at children for a proprietary software that is used in the photorealistic reproduction of faces of humans involved in crimes.

Feb. 2004 - Feb. 2005   Corporal, Hellenic Army Artillery, Athens, GR

Compulsory 12 month long military service.

Nov. 2001 - Jan. 2004   IT & Supply Manager, Vende Moda, Athens, GR

Supported the computer network and was responsible for the correspondance and meetings with international suppliers.

Oct. 2000 - Jun. 2001   Teaching Assistant, School of Physical Sciences, University of Kent, 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).

FESTIVALS & SHOWS

2011   "Avgo", 3rd Ward Show, NY, USA

2011   "Avgo", ITP Winter Show, NY, USA

2011   "(un)sustainable", ITP Winter Show, NY, USA

2010   "de:formed", IAC "Big Screens", NY, USA

2010   "Latent Light Life", Vimeo World Gallery, NY, USA

2010   "People Watching Plus", Come Out & Play Festival, NY, USA

2010   "Latent Light Life", ITP Spring Show, NY, USA

2009   "Runik's Cubes", ITP Winter Show, NY, USA

TECHNICAL REVIEWING

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

AWARDS

Sep. 2013   Honorary Mention, Salzburg Landespreis für Medienkunst 2013

Sep. 2010 - May. 2011   "George E. Athans" Scholarship Recipient

SKILLS

Physical Computing C++ OpenGL OpenFrameworks Cinder Processing Java Python PHP QT Matlab

LANGUAGES

- Greek: Native speaker
- English: Proficient