NIKOLAS PSAROUDAKIS

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EDUCATION

May 2011 MPS, Interactive Telecommunications

New York University, USA

 $Focus: Creative\ coding,\ physical\ computing,\ interactive\ installations,$

novel interfaces for human-computer interaction.

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 Shutters and Flash Syn-

chronisation in Commercial Cameras.

WORK EXPERIENCE

May 2015 - Present Creative Technologist, JNL+, Athens, Greece

Aug. 2014 - Sep. 2014 Artist in Residence, Subnet, Salzburg, Austria

Artistic residency at Subnet - Salzburger Plattform für Medienkunst und

Experimentelle Technologien.

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

Member of CADET, an FFG funded project, working on the implementation of a new dataflow programming environment for creative applica-

tions.

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

Taught an introductory course in physical computing as part of the Masters curriculum. The class was structured around 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.

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

Lead software developer for the 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.

Jan. 2008 - Jul. 2009 Creative Technologist, Athens, Greece

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, Greece Designed and developed an in-house invoicing and order tracking system that covered company specific needs. Jul. 2005 - May 2006 User Interface Design, VisionMetric, Canterbury, UK Designed an alternate interface aimed at children for a proprietary software used in the photorealistic reproduction of faces of humans involved in crimes. Feb. 2004 - Feb. 2005 Corporal, Hellenic Army Artillery, Lesvos, Greece Compulsory 12 month long military service. Nov. 2001 - Jan. 2004 IT & Supply Manager, Vende Moda, Athens, Greece Fulfilled the dual role of supporting the computer network of the company as well as being responsible for the correspondance and meetings with the international suppliers of the company. Oct. 2000 - Jun. 2001 Teaching Assistant, SPS, University of Kent, UK Supported the laboratory and console sessions and corrected and marked student work in the classes of Mathematics - Foundation Year, Physics Labs - 1st Year and Image Processing - 2nd Year.

TECHNICAL REVIEWING

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

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, NY, USA
2010	Latent Light Life, Vimeo World Gallery, NY, USA
2010	People Watching Plus, Come Out & Play, NY, USA
2009	Runik's Cubes ITP Winter Show NY USA

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

SKILLS

C++ | OpenGL | openFrameworks | libCinder | Processing | Java | Python | PHP | QT | Matlab | Arduino

LANGUAGES

Greek: Native speaker English: Proficient