

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

EXPERIENCE

- Jul. 2018 - Present Senior Front-End Engineer
11888 giaola, Athens, GR
During my time at giaola I led the transition from Grunt to Webpack, introduced StorybookJS and created from scratch Giaola Components using VueJS and the principles of atomic design.
ES6+ JS STORYBOOK VUEJS HTML5 CSS3 SCSS JEST WEBPACK PUPPETEER
- Apr. 2017 - Mar. 2018 Founder & Technical Director
BlockLicense, Athens, GR
ETHEREUM SOLIDITY VUEJS HTML5 CSS3 WEBPACK ELECTRON
- Jun. 2016 - Mar. 2017 Creative Coder & Maker
The Office for Experimental Media, Athens, GR
Self Employed - Freelancing
C++ OPENGL CINDER ARDUINO
- May 2015 - May 2016 IT Support
JNL+ Advertising, Athens, GR
PHP HTML5 CSS3
- Aug. 2014 - Sep. 2014 Artist in Residence
Salzburger Plattform für Medienkunst & Experimentelle Technologien, Salzburg, AT
SOLIDWORKS ARDUINO
- Dec. 2011 - Aug. 2013 Researcher, Multimedia Technology
Fachhochschule Salzburg, Salzburg, AT
Member of CADET, an FFG funded project, working on the implementation of a new dataflow programming environment for creative applications.
C++ BOOST QT QT QUICK OPENCV CINDER
- Oct. 2012 - Jan. 2013 Adjunct Lecturer, Physical Computing
Fachhochschule Salzburg, Salzburg, AT
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.
ARDUINO C++

Jul. 2011 - Nov. 2011	Creative Coding Freelancer Pentagram, NYC, USA Lead software developer in Eddie Opara's team, creating interactive graphics for the large-scale interactive touch-table installed at the SCAD Museum of Art in Savannah, USA. C++ OPENGL CINDER SCRIPTOGRAPHER
Jun. 2010 - Aug. 2010	Creative Coding Intern Potion Design, NYC, USA Software developer for the award winning interactive tables and wall installed at the NOVIY Bar Restaurant in Moscow, Russia. C++ OPENGL OPENCV 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. PROCESSING OPENCV SOLIDWORKS
Sep. 2006 - Dec. 2007	Software Developer Kitchenway, Athens, GR Designed and developed an invoicing system that covered company specific needs. PYTHON GTK+
Jul. 2005 - May 2006	UI 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. FLASH ACTIONSCRIPT
Feb. 2004 - Feb. 2005	Corporal Hellenic Army Artillery Compulsory 12 month long military service.
Nov. 2001 - Jan. 2004	Supply Assistant Vende Moda, Athens, GR Responsible for the correspondance 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

SKILLS MATRIX

HTML5	<div><div></div><div></div><div></div><div></div><div></div></div>	CSS3	<div><div></div><div></div><div></div><div></div><div></div></div>	JS	<div><div></div><div></div><div></div><div></div><div></div></div>	ThreeJS	<div><div></div><div></div><div></div><div></div><div></div></div>
C++	<div><div></div><div></div><div></div><div></div><div></div></div>	OpenGL	<div><div></div><div></div><div></div><div></div><div></div></div>	PHP	<div><div></div><div></div><div></div><div></div><div></div></div>	Cinder	<div><div></div><div></div><div></div><div></div><div></div></div>
OF	<div><div></div><div></div><div></div><div></div><div></div></div>	Processing	<div><div></div><div></div><div></div><div></div><div></div></div>	QT	<div><div></div><div></div><div></div><div></div><div></div></div>	Arduino	<div><div></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. Rijnieks, Cinder - Begin Creative Coding, Packt Publishing, 2013
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