NIKOLAS PSAROUDAKIS

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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

Apr. 2017 - Mar. 2018 — Founder & Technical Director [Solidity, VueJS, CSS, Electron]
BlockLicense, Athens, GR

Jun. 2016 - Mar. 2017 — Creative Coder & Maker [C++, OpenGL, Cinder, Arduino]
The Office for Experimental Media, Athens, GR
Self Employed - Freelancing

May 2015 - May 2016 — IT Support [PHP, HTML, CSS]
JNL+ Advertising, Athens, GR

Aug. 2014 - Sep. 2014 — Artist in Residence [Arduino, Solidworks]
SUBNET, Salzburg, AT

Dec. 2011 - Aug. 2013 — Researcher, Multimedia Technology [C++, QT, Cinder, OpenCV]
Fachhochschule Salzburg, Salzburg, AT
Member of CADET, an FFG funded project, working on the implementation of a new dataflow programming environment for creative applications.

Oct. 2012 - Jan. 2013 — Adjunct Lecturer, Physical Computing [Arduino, C++]
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.

Jul. 2011 - Nov. 2011 — Creative Coding Freelancer [C++, OpenGL, Cinder, Scriptographer]
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.

Jun. 2010 - Aug. 2010 — Creative Coding Intern [C++, OpenGL, OpenCV]
Potion Design, NYC, USA
Software developer for the award winning interactive tables and wall installed at the NOVIY Bar Restaurant in Moscow, Russia.

Jan. 2008 - Jul. 2009 — Creative Technologist Freelancer [Processing, Solidworks]
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.

Sep. 2006 - Dec. 2007	**Developer** [Python, GTK+]	
	Kitchenway, Athens, GR	
	Designed and developed an invoicing system that covered company specific needs.	

Jul. 2005 - May 2006	**UI Design** [Flash, Actionscript]
	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, GR
	Compulsory 12 month long military service.

Nov. 2001 - Jan. 2004	**Supply Manager**
	Vende Moda, Athens, GR
	Responsible for the correspondance and meetings with the international suppliers of the company.

Oct. 2000 - Jun. 2001	**Teaching Assistant** [Matlab]
	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).

TECHNICAL REVIEW

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

FESTIVALS & SHOWS

2011	Avgo, 3rd Ward Show, NYC, USA
2011	Avgo, ITP Winter Show, NYC, USA
2011	(un)sustainable, ITP Winter Show, NYC, USA
2010	de:formed, IAC, NYC, USA
2010	Latent Light Life, Vimeo World Gallery, NYC, USA
2010	People Watching Plus, Come Out & Play Festival, NYC, USA
2009	Runik's Cubes, ITP Winter Show, NYC, 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 MATRIX

C++ ■■■■	OpenGL ■■■	PHP ■■■
Cinder ■■■■	OF ■■■■■	Processing ■■■■
ThreeJS ■■■	QT ■■■■	CSS ■■■
Arduino ■■■■■	VueJS ■■■■	Solidworks ■■■