NIKOLAS PSAROUDAKIS

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, SCSS and the

principles of atomic design.

ES6+ JS STORYBOOK VUEJS VUEX HTML5 CSS3 SCSS WEBPACK

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 largescale 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 OPENCY 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 JS ____ VueJS ThreeJS C++ OpenGL OpenGL Cinder OF Processing QT Arduino **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