

# Theodore Panagiotopoulos

Software Engineer / Researcher - MS Georgia Tech

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in theopanag1993

**Objective:** Seeking a full-time Software Engineer position starting Summer 2019.

## EDUCATION

### M.S. in Computer Science

Aug 2017 - May 2019

Georgia Institute of Technology, GPA: 4.0/4.0

Atlanta, GA

- Coursework in Computer Graphics and Vision.
- Advisor: Prof. Thad Starner, Technical Lead on Google Glass.

### B.S. in Electrical & Computer Engineering

Sep 2011 - Jul 2016

University of Patras, GPA: 7.82/10.0

Patras, Greece

- Five year degree - ranked in top 12% of class.
- Advisor: Prof. K. Moustakas, Visualization & Virtual Reality Group.

## EXPERIENCE

### Head Teaching Assistant - A.I.

Jan 2018 - Present

Georgia Institute of Technology

Atlanta, GA

- Teaching Georgia Tech's Artificial Intelligence course with Prof. Starner.
- Leading a team of 13 Graduate Teaching Assistants, managing 600 graduate students (150 on-campus, 450 online).
- Giving A.I. lectures in topics like Search, ML and Pattern Recognition.

Python

Docker

pgmpy

AWS

### Augmented Reality Intern

Summer 2018

Amway R&D

Grand Rapids, MI

- Prototyped Augmented Reality, smart packaging, applications.
- Brought animated characters to life; characters would jump out of their packages into the physical world - talking and interacting with the user.
- Blended markerless and marker-based AR seamlessly.
- Presented live demos to large audiences (over 100 people).

Obj-C / iOS

Vuforia

ARKit

OpenGL ES

SceneKit

Blender

### Software Engineer Intern

Summers 2015, 2016

Mantis Informatics S.A.

Athens, Greece

- Developed Augmented Reality applications for warehouse mgmt. systems.
- Designed an in-doors navigation app for head mounted displays.
- Created a robust, device-independent, Android client interfacing a WMS.

Java / Android

Moverio BT-200

Vuzix M100

## PUBLICATIONS

📄 **ACM Intl. Symposium on Wearable Computers (ISWC) 2018** Singapore  
"RF-Pick: Comparing Order Picking using a HUD with Wearable RFID Verification to Traditional Pick Methods"  
— 24% acceptance rate, live-demo, Best Paper Award #1🏆

📄 **Scandinavian Conference on Image Analysis (SCIA) 2017** Norway  
"Generation and Authoring of Augmented Reality Terrains Through Real-Time Analysis of Map Images"

## PROJECTS



### Sign Language Recognition

Ongoing

- Creating a real-time motion capture system (body, hands and face) for ASL signers.
- Using Deep Learning to extract high-resolution motion data from a RGB-D stream.

C++

OpenPose

cudNN

MoCap

Unity



### Vision Picking

2018

- Designed a Google Glass app for Order Picking.
- Built a reliable & efficient Bluetooth module, connecting Glass with two wearable RFID bands.
- Achieved higher speed and accuracy than previous state-of-the-art methods.

Java / Android

Google Glass

Python



### Augmented Reality Maps

2016

- Developed a mobile app enabling engineers to visualize maps in AR and interact with them.
- Designed a real-time recognition - reconstruction pipeline able to handle arbitrary maps.

C++

OpenCV

Java / Android

OpenGL



### Tetris 3D

2015

- Created a 3D, Virtual Reality remake of Tetris.
- Over 60.000 views on Youtube.

C++

OpenGL

VR

Oculus Rift

More projects and videos on [theopanag.com](http://theopanag.com)

## SKILLS

Languages ..... C++, Java, Python, Obj-C, C#

Mobile Dev ..... Android, iOS, Espresso

Graphics .... OpenGL (ES), GLSL, Unity, SceneKit

Vision/AR ..... OpenCV, Vuforia, ARKit, ARCore

Other ..... CMake, Git, JUnit, Jenkins, Gradle

## AWARDS



Best Paper Award - ISWC ..... 2018



Best Career Solution - HackGT .... 2018



Gerondelis Scholarship ..... 2018



CoC Travel Grant ..... 2018



School of IC Travel Grant ..... 2018