

# Theodore Panagiotopoulos

## AR Applications Engineer at Apple - MS Georgia Tech

✉ theopanag7@gmail.com

☎ +1 (347) 224-4735

👤 theopanag.com

in theopanag1993

### 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

#### AR Applications Engineer

Jun 2019 - Present

Apple Inc.

Bay Area, CA

- Developing augmented reality applications!

Swift

Obj-C

iOS

#### Head Teaching Assistant - A.I.

Jan 2018 - May 2019

Georgia Institute of Technology

Atlanta, GA

- Taught Georgia Tech's Artificial Intelligence course with Prof. Starner.
- Led a team of 13 Graduate Teaching Assistants, managing 600 graduate students (150 on-campus, 450 online).

Python

Docker

pgmpy

AWS

#### Augmented Reality Intern

Summer 2018

Amway R&D

Grand Rapids, MI

- Prototyped Augmented Reality, smart packaging, applications.
- 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.
- 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

2019

- Designed a real-time motion capture system (body, hands and face) for ASL signers.
- Used 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, Swift, 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