Theodore Panagiotopoulos

Software Engineer at Apple - MS Georgia Tech

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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: <u>Prof. Thad Starner</u>, 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: <u>Prof. K. Moustakas</u>, Visualization & Virtual Reality Group.

EXPERIENCE

Software Engineer
Jun 2019 – Present
Apple Inc. — Bay Area, CA
- Application development.

`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 <u>Prof. Starner</u>.
- 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**

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