

Theodore Panagiotopoulos

Software Engineer / Researcher - MS Georgia Tech

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Objective: Seeking a full-time position starting Summer 2019. Passionate about Graphics, 3D Vision and A.I.

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

CUDA

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 55.000 views on Youtube.

C++

OpenGL

VR

Oculus Rift

More projects and videos on theopanag.com

SKILLS

Languages Java, C++, Python, Matlab, C#

Mobile Dev Android, iOS, Espresso

Graphics OpenGL (ES), SceneKit, Unity 3D

Vision/AR OpenCV, Vuforia, ARKit, ARCore

Other 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