Theodore Panagiotopoulos

Software Engineer - Georgia Tech

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EXPERIENCE </>

Head Teaching Assistant

Georgia Institute of Technology

August 2018 – present Atlanta, GA

- Artificial Intelligence CS6601, under Dr. Thad Starner.
- I am responsible for substitute teaching, course & exam content etc.
- I lead a team of 15+ GTAs, managing 400+ online graduate students and 100+ on-campus.

Augmented Reality Intern

Amway R&D

May 2018 – August 2018 Grand Rapids, MI

- Developed mobile AR application prototypes for Amway's R&D department.
- Designed a smart packaging application which was presented and finally incorporated into production.

Graduate Teaching Assistant

Georgia Institute of Technology

January 2018 – May 2010 Atlanta, GA

- Artificial Intelligence CS6601, under Dr. Thad Starner.
- I developed course content, midterm and final examinations, and Python programming assignments in topics like Machine Learning, Game Playing, Logic & Planning etc.

Nov. 2016 Mandatory Military Service Aug. 2017

Software Engineer Intern

Mantis Informatics S.A.

Summers 2015, 2016 Athens, Greece

- Developed Heads Up Display (HUD) applications for Warehouse environments.

EDUCATION

M.S. in Computer Science

Georgia Institute of Technology | 4.0

Aug 2017 – May 2019 (est.) Atlanta, GA

- Specialization in Computer Graphics and Vision.
- Research in Head Mounted Displays and Wearables under Dr. Thad Starner.

B.E. in Electrical & Computer Engineering

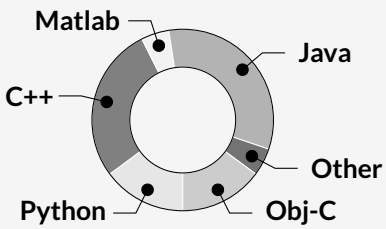
University of Patras | 7.82/10

Sept 2011 – July 2016 Patras, Greece

- Specialization in Electronics & Computers, Thesis in Augmented Reality.
- 5yr degree -ranked in top 12% of class.

Programming Languages

. . . in Lines of Code </>



Mobile Development

Android (70%) (30%) iOS

Libraries and Frameworks

Vuforia ARKit OpenCV ARCore OpenGL ES Unity SceneKit ArUco Processing min3d

Head Mounted Displays

Google Glass
HoloLens
Moverio BT-200
Vuzix M100

"I am a Software Engineer interested in Augmented Reality, Computer Vision, Computer Graphics and Artificial Intelligence."

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PROJECTS *- more information at theopanag.com*

Head Mounted Displays in Order Picking

- Research in HMDs and Wearables under Dr. Thad Starner.
- Developed a novel HUD-RFID setup to improve efficiency in warehouses.

Google Glass | Android | Java | Wearables | OpenGL ES

Lattice Mesh Generation

- Developed a 3D lattice generation algorithm, able to create a robust lattice structure between two planar surfaces.
- The algorithm produces a single mesh, ready for 3D printing (medical use).

Java | Processing | OpenGL

Augmented Reality Maps

- Designed a mobile, AR application that brought maps to life.
- Developed a high-performance C++ server which handled the CPU intensive computer vision tasks.

C++ | OpenCV | Android | Java | Vuforia | OpenGL ES

Tetris 3D

- Created a 3D, Virtual Reality remake of the classic video game, Tetris.

C++ | OpenGL | Virtual Reality | Oculus Rift

Ancient Conquest – *Medieval II Total War Game Modification*

- More than 5.000 downloads, 2 spin-offs and many blog features and reviews.

Python | Blender | Game Design

Publications

- Thomas C., Panagiotopoulos T., Kotipalli P., Starner T. (2018). "RF-Pick: Order Picking Using a HUD with Wearable RFID Verification". International Symposium on Wearable Computers. ISWC '18. Singapore *(accepted)*
- Panagiotopoulos T., Arvanitis G., Moustakas K., Fakotakis N. (2017). "Generation and Authoring of Augmented Reality Terrains Through Real-Time Analysis of Map Images". Scandinavian Conference of Image Analysis. SCIA '17 pp. 480–491