

I am a creative technologist and an interdisciplinary artist who develops custom made software and hardware to create performative electronic installations. My work is positioned at the intersection of computer sciences, performance, design and physical spaces and aims to create participatory installations that begin from the person and expand and interpolate with the surrounding environment.



# CREATIVE TECHNOLOGIST

## Assistant Technical Director - Creative Developer [May 2015 - Present]

Antimodular Research Montreal, CA [www.lozano-hemmer.com](http://www.lozano-hemmer.com)

Working at the R+D department of Rafael Lozano Hemmer's studio, I have had the privilege of developing numerous interactive and electronic artworks. As a lead engineer for several small and large scale installations, I have designed and developed hardware and software solutions, as well as obtained valuable knowledge for several state of the art technologies. Furthermore, I have enjoyed travelling to install these artworks nationally and internationally, in many galleries, museums and art fairs.

## Researcher [September 2012 - April 2015]

Topological Media Lab Montreal, [www.topologicalmedialab.net](http://www.topologicalmedialab.net)

Having realized several workshops, residencies and installations, I have gained high-quality experience for designing and developing responsive environments and interactive installations. Completed many projects both individually and in trans-disciplinary teams. Their application areas lies in movement arts, speculative architecture and experimental philosophy. My research involved an in-depth investigation for the realization of systems that combine movement, voice and speech interactions for live events and participatory installations.

## Creative Technologist [January - September 2014]

Alkemie Atelier Montreal, CA [www.alkemieatelier.com](http://www.alkemieatelier.com)

The scope of this 8 month long internship was to design and develop an Augmented Reality iOS platform that supports different types of video and sound overlays, including alpha-channel, green-screen and 3D spatialize sound. The application leverages narrative techniques, big data sets and an acoustic ecology with the scope of creating a fully immersive experience for the user.

## Teaching Assistant [January - May 2013]

Obx Lab Montreal, CA [www.obxlabs.net](http://www.obxlabs.net)

Teaching assistant in a 17 week course in programming, data visualization and experimental typography. My work consisted not only of assisting the students with their programming and design skills during the studio hours, but also attaining fundamental knowledge and technical skills about Digital Interactive Typography.

## Education

**2015** Concordia University, Montreal, CA  
**MA** in Computational Arts

**2012** Aristotle University of Thessaloniki, GR  
**MSC+BSC** in Electrical and Computer Engineering

## Design and Development

Creative Coding, Software Development, Hardware Design (Eagle) and Assembly, Electronic Prototyping, Soldering

## Interaction Softwares

Openframeworks, Processing, Max/ Msp, Jitter, VVVV, Isadora, Axure

## Programming Languages

Java, Python, C#, C, C++, OWL, Visual Basic, Matlab, XML

## Microcontrollers

Teensy, Arduino, xOSC, Bitlino, Atmel AVR Studio, Maple

## Microcomputers

Raspberry Pi, Pine A64, Orange Pi

## Multimedia Apps

Blender, MakeHuman, SweetHome3D, Adobe Creative Suite

## languages

Greek	native
English	fluent
Spanish	fluent
French	basic