Anthousis M. Andreadis

PERSONAL INFORMATION

Address	162 Menelaou 162 Str. Agios Dimitrios 17342, Athens, Greece	**Voice** **Email** **Web**	+30 6937152395 anthousis@gmail.com http://anthousis.com
Born	28th Jan 1984, Kilkis, Greece		
Nationality	Greek / Cypriot		
Military Service	Cypriot National Guard, 2009		

EDUCATION

2006 - 2008
M.Sc. – Computer Science, Department of Informatics
Athens University of Economics and Business
Degree: 8.6/10
Diploma Thesis in Computer Graphics: "Ray Tracing Acceleration Using Displacement Fields on GPU". Supervisor: Prof. George Papaioannou.

2001 - 2006
B.Sc. – Department of Mechanical Engineer, Telecommunications and Networks
University of Thessaly
Degree: 7.8/10
Diploma thesis in Computer Graphics: Study and development of Texture Mapping techniques (OpenGL/GLSL). Supervisors: Prof. Elias Houstis, Dr. Athanasios Gatitatzes.

PROFESSIONAL EXPERIENCE

Mar 2013 – Today
Athens University of Economics and Business – Computer Graphics Group
Researcher / Software Engineer

Research on shape analysis, feature extraction and rigid/non-rigid alignment algorithms. Development of software for visualization and processing with server-client architecture.

Technologies: ANSI C, C++, OpenMP, OpenMesh, OpenVDB, PCL, OpenGL/GLSL, Winsock, Python, Matlab, VCGLib

Jan 2007 – Mar 2013
Foundation of the Hellenic World – Graphics and Virtual Reality Department
Software Engineer (2007-2013) / Head of Virtual Reality Department (2012-2013)

Graphics engine development for "Tholos", "Magic Screen" and "Kivotos" virtual systems. Design and development of lighting algorithms in OpenGL/GLSL. Design and development of post-processing mechanisms for simulating optical phenomena. Implementation of geometric optimization tools. Design and development of behavioral artificial intelligence models for moving characters and animals in 3D worlds. Major virtual reality applications:

- **Athena in Ancient Agora:** Funded project from the "Information Society"
- **Syracuse:** Research Programme for the General Secretariat for Research and Technology (GSRT)
- **The Battle of Thermopylae:** Production for the museum of Thermopylae in Lamia
- **Journey to Ancient Priene / Ancient Miletus:** Internal productions for the Tholos, Kivotos and Magic Screen installations.
- **The Oracle of Trofonio / The Mycenaean Acropolis of Thebes:** Funded project for the museum of Lebadia and Thebes

Technical supervisor for the **V-Must** and **Experimedia** FP7 European projects

Technologies: ANSI C, C++, OpenGL/GLSL, OpenSceneGraph, Shell scripting, Unix socket programming, Linux administration, Python, Performer

SKILLS & QUALIFICATIONS

Programming Languages	ANSI C, C++, C#, Shell scripting
Graphics APIs	OpenGL/GLSL, WebGL
Geometric APIs	OpenMesh, VCG, PCL, OpenVDB
Experience with	Linear and non-linear optimization problems
	Real-time rendering systems
	High and low-level code optimizations
	Parallel applications with multithreading and CUDA
	Distributed applications using socket programming
	Unity Engine & Unreal Development Kit
	Version control: svn, git
Secondary Skills	Java, Visual Basic, Python, PHP, SQL, JavaScript, HTML/CSS, Windows Forms, Matlab, LATEX, Linux administration

PERSONAL PROJECTS

***I*-Skills**	Software for training and development of innovation skills. (Unity, C#, PHP, SQL)
Haunted Village	Isometric action game for iOS devices (Unreal Development Kit, Unreal Script)
Learning about Flora	OpenMesh, VCG, PCL, OpenVDB
Experience in	Educational software for pre-school kids that aims to train them on the subject of flora though visual games and material (Visual Basic, SQL, Windows Forms)
Multi-Messenger Software	Support for Yahoo, MSN, AIM/ICQ, on PDA (Windows CE, Pocket PC 2002+) with plugin support and transparent handling of the available protocols. (Java, AWT/SWT).

RESEARCH EXPERIENCE – SELECTED PUBLICATIONS

A. Andreadis, G. Papaioannou, P. Mavridis, **"Generalized Digital Reassembly using Geometric Registration"**, in Proceedings of IEEE/EG. Digital Heritage 2015, Granada, Spain, September 2015

A. Andreadis, R. Gregor, I. Sipiran, P. Mavridis, G. Papaioannou, T. Schreck, **"Fractured 3D Object Restoration and Completion"**, ACM Siggraph, Poster Proceedings, 2015, (SIGGRAPH'15)

P. Mavridis, **A. Andreadis**, G. Papaioannou, **"Efficient Sparse ICP"**, in Computer Aided Geometric Design 35-36 (Proceedings of GMP 2015), Lugano, Switzerland, June 2015

A. Andreadis, G. Papaioannou, P. Mavridis, **"A Parametric Space Approach to the Computation of Multi-Scale Geometric Features"**, in International Conference on Computer Graphics Theory and Applications 2015, Berlin, Germany, March 2015

A. Andreadis, A. Hemery, A. Antonakis, G. Gourdoglou, P. Mavridis, D. Christopoulos, J. Karigiannis, **"Real-Time Motion Capture Technology on a Live Theatrical Performance with Computer Generated Scenery"**, IEEE Proceedings of the 2010 14th Panhellenic Conference on Informatics, 2010, (PCI'10).

TEACHING EXPERIENCE

Computer Graphics	Lab Sessions and practical courses on OpenGL programming (2007-2008)
Programming in C++:	Lab Sessions and practical courses on ANSI C and C++ programming (2013-2015)

LANGUAGES

English	Fluent
Greek	Native