

## Practical Skills

- └ coding
  - └ python
  - └ c / c++
  - └ javascript
  - └ HTML/CSS
  - └ java
  - └ Max/MSP
  - └ pure data
  - └ SuperCollider
  - └ bash
- └ embedded systems
  - └ arduino
  - └ raspberry pi
- └ sound engineering / design
  - └ spatial audio
  - └ multichannel audio
- └ sound production tools
  - └ Cockos Reaper
  - └ ProTools
  - └ Ableton live
  - └ Steinberg Cubase / Nuendo

## What defines me

creative and solution oriented  
self-reliant and cooperative  
flexible and reliable  
competent and curious

## Languages

German ██████████  
English ██████████  
Greek █

## Introduction

*Experienced media artist and creative coder with a passion for exploring the intersection of art, technology, AI, and sound. Skilled in using programming and software tools to create interactive installations, generative art, and other multimedia projects. Strong ability to conceptualize and execute projects, with a focus on innovation and pushing boundaries. Seeking new opportunities to apply these skills in an innovative and dynamic environment.*

## Experience

### Media Artist

Since 2012 | Global

Creating artworks using digital media and technologies, such as video, sound, and interactive installations. Experience in a range of media, techniques, and tools. Work independently and collaboratively.

### Developer | ZKM

Since 2023 | Karlsruhe

Development of a web-based augmented reality app that can be accessed through a web browser on a variety of devices with AR.js or Three.js.

### Multimedia Art Handler | prisma fine arts

Since 2021 | Mannheim, Karlsruhe

Responsible for managing the installation for exhibitions and events. Expertise in multimedia technologies and equipment in a variety of individual needs. Profound knowledge in audiovisual equipment, lighting, and interactive displays. Strong communication and interpersonal skills to work closely with artists, curators and technicians.

### Sound Engineer | md productions, Badisches Staatstheater Karlsruhe

Since 2021 | Potsdam, Karlsruhe

Knowledge in audio engineering and specific audio equipment. Responsible for recording, editing and mixing high-quality audio during TV productions for arte and DEFA and theatre plays. Communication skills for collaboration with actors, producers and the other members of the production team. Expert in multi-channel and spatial audio.

### Research Assistant and Lecturer | KIM

2018 – 2020 | Karlsruhe

Responsible for organizing the study group's research, educational activities and lectures. Providing hands-on support in data collection, analysis and using ML models with RunwayML, TensorFlow.

### Art Solutions Engineer

Since 2012 | Germany

Helping artists to realize their ambitious projects by building individual electrical circuits, developing software, programming micro-controllers, and using sensors. Ensuring the artist's needs are met with an interdisciplinary perspective and efficient solutions.

## Education

Karlsruhe University of Arts and Design, 04/2014 – 09/2022  
MFA (Diplom) in Media Art  
Thesis „something is missing“:  
1,0 /highest with honorary mention

University of California Santa Barbara, 04/2015 – 07/2015  
Media Arts and Technology – Graduate Program

University of Applied Sciences Darmstadt, 09/2009 – 02/2013  
Bachelor of Arts in Digital Media / Sound  
Thesis „Neurosynth – Etude for the Emotional Brain“: 1,2

ERASMUS Ionian University Greece – Department of Audio & Visual Arts, 02/2012 – 07/2012