

art. technology. tangible design. interaction. mechanical routes. new concepts of everyday life. new dimension in human experience.

personal data

Born in Athens, Greece on 25.04.1978

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education

December '06

Graduation from **DELFT UNIVERSITY of TECHNOLOGY, MSc Design for Interaction.**

September '04

Beginning of the 2 years **MSc Design for Interaction** at the **Delft University of Technology.**

November '03

Graduation from the **Technological Education Institute (T.E.I.) of Athens**, faculty of graphic arts & design, department of decorative arts & design.

May '00

One month seminar on **3d AutoCAD** and **Autodesk VIZ 4** with the architect Eleftherios Virirakis.

September '97

Beginning of studies at the **Technological Education Institute (T.E.I.) of Athens**, faculty of graphic arts & design, department of decorative arts & design.

scholarships

September '04-
September '06

I.K.Y. State Scholarships Foundation.

a 2 year scholarship granted from the Greek state for following the Msc in the TU Delft, based on 4 national written examinations. [<http://www.iky.gr>].

September '04

Alexander S. Onassis foundation.

a 2 year scholarship granted from the Alexander S. Onassis public benefit foundation. (rejected it and chose I.K.Y.) [<http://www.onassis.gr>]

September '01

Leonardo da vinci.

Three month working experience at architectural studios in Florence and Carrara, Italy.

February '00

Erasmus.

Six month courses on industrial design and sculpture (marble, plaster, wood and terra cotta) at the Academia di belle Arti (Academy of Fine Arts) in Carrara, Italy.

conferences

October '05

DPPI '05(Designing Pleasurable Products and Interfaces) conference.

Oral and Poster presentation under the theme 'Design Inspiration & Research Aspiration' and a 9 minute presentation of the ITD (Interactive Technology Design) course and 2 tangible music players designed for different human personalities. (<http://www.dppi05.id.tue.nl>)

exhibitions

5 - 10 April '06

Milan Furniture Fair. Fuori Salone.

Presentation of the Street Furniture Designs during the Milan Furniture Fair as representatives of the ID TU Delft at TuttoBeNe pavillion Milan.

September '05

Delft Design '05.

Exhibition of the tangible music player **Palet** and of the **Twister**, project developed for the Microsoft Design Competition, during the design week in Delft, Holland.

6-15 June '03

11th Biennale of Young Artists.

Title "cosmos". Concept, design and modeling of three multi functioning, adjustable seats-spaces.

February '02

national theater of Athens.

Exhibition of new stage-designers at the **experimental scene of the National Theater in Athens, Greece**. Modeling of the 3-stage rotating scenery for the theatrical play 'Cooking with Elvis'.

December '01

edra.

Set up and organization of the exhibition for **EDRA furniture** and artist **Vittorio Spaggiari**.

competitions

February
- June '05

Microsoft Design Competition [Finalist]

Theme 'TIME organizing, sharing and remembering'. Group's name: 'Logtime twisters'. Research on the subjective time perception and the acceleration of the perceived time (logarithmic subjective time scale). Design title: 'Grasp the moment'. Development of an 'environment' that encourages tangible interaction under the name Twister.

November '02

world wide competition for Olympics 2004 in Athens.

Title "Ephemeral structures in Athens".

Collaboration with the architectural studio Giogos & Associates for the concept and the design of a proposal.

January '01

competition for the Greek 'Bank of Commerce'.

Participation in the proposal of architects Giorgos Varelas and Takis Vrakatos on the interior, graphic and identity design of all the Comercial Bank stores in Greece.

most important projects

October -
April '06

street Furniture & C7 design connection.

in cooperation with the Dutch Chamber of Commerce in China and TU Delft. Street Furniture line (StreetSofa, StreetTable, StreetLight) designed to be used in the encroachment zone. Prototype production and factories visit in Guangzhou, China. [www.designconnection.cn]

February
- June '05

twister.

Research on the subjective time perception and the acceleration of the perceived time (logarithmic subjective time scale). Group's name: 'Logtime twisters'. Design title: 'Grasp the moment'. Development of an 'environment' that encourages tangible interaction under the name Twister.

February
- June '05

interactive technology design.

Designing of 16 tangible music players for personalities. Prototyping of two of the concepts and user testing with 100 participants.

September '04
- January '05

exploring interactions.

Context: waiting at the Post Office. Creating a new dimension in the waiting experience by developing an installation that helps people to take advantage of the 'free' time that waiting provides, and make use of it while daydreaming.

October '03

bachelors thesis project.

Six month project concerning the concept, design and construction in 1:1 scale of an inflatable, two person dwelling titled m.e. (micro evolution). One hour presentation through sketches, designs, renderings, models and a 12 minute video.

June '03

post graduate lecture.

Thorough research, selection of information (published articles, projects, photograph, slides, etc) and thirty minutes presentation under the title 'towards a new nomadism'.

working experience

'06-'07

3D Capacity and Tween Sense.

Freelance work as a interior and graphic designer for Dutch visualization companies.

December '05-
February '06

student assistant in TU Delft.

Design the interior of StudioHome, office-living room setting in Delft University of Technology for hosting technological experiments.

March '03-
June '04

'low fat architecture' [Giorgos Varelas & Alexandros Patsis].

Work on the conceptual and designing process of architectural projects (housing groups, bars, restaurants, stores etc), including the graphic and artistic presentation of the projects. [<http://www.lowfat.gr>].

October '01-
April '03

architectural studio Giorgos Giogos & associates.

On site measuring, architectural computer-generated drawing (including detailed interior and furniture drawing as well as 3-dimensional presentation drawing), model making and occasionally, market research for specific solutions and materials.

October-
December '01

design studio progettazione di ZOT.

Two month placement in Carrara, Italy. Work on the conceptual, design and presentation process of interior, industrial and graphic design projects.

September-
October '01

architectural studio Giovanni Carignani.

One month placement in Florence, Italy. Architectural computer-generated drawing and model making of large scale architectural projects.

January-
June '01

architectural studio Giorgos Varelas.

Work on the conceptual and designing process of architectural projects (housing groups, hotels, hospitals, stores etc), including the graphic design and the 3-dimensional presentation drawing of the projects.

Winter-
summer '00

national archeological company of Greece.

On site measuring and drawings of the archeological area in Acrotiri of Santorini for the construction of a new protecting cover.

September '98-
February '99

impact images visualization company.

Work on the structure and graphic design of educational books for Greek state schools.

practical skills.

basic.

Microsoft Windows Vista

Microsoft Office

2D.

AutoCAD 2008

Autodesk Architectural Desktop

CorelDRAW 13

Adobe Illustrator

3D.

Autodesk VIZ

3D Studio Max

Form Z

Maya

video editing.

Adobe Premiere

web design.

Macromedia Flash

photo editing.

Adobe Photoshop

Corel PHOTO PAINT 13

special interests + skills.

brainstorming techniques

designing **user experience**

using **interaction** visions

research through and for design

creative **facilitation**

generative **user session**

user **testing**

languages.

Greek. [mother tongue]

English. [FCE, TOEFL]

Italian. [fluently]

Spanish.[beginner]

further interests. Traveling. Photography. Art. Technology. Cinema. Music.