

# KOSTAS VARDIS

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## Personal Info

Gender: **Male**  
Birth date: **19 December 1982**  
Nationality: **Greek**  
Profession: **Computer Scientist (MSc Virtual Environments and Visualization)**

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## Contact Details

Location: **Athens, Greece**  
Phone: **+306972137165**  
E-mail: **[kvardis@hotmail.com](mailto:kvardis@hotmail.com)**  
Webpage: **[www.kostasvardis.com](http://www.kostasvardis.com)**  
Military obligations: **Fullfilled (11/2010 – 07/2011)**  
Driver's License: **Yes**

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## WORK EXPERIENCE

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### **Oraton Simulation Intelligence Technologies (Google Partners) 2008 – Now**

Visualization and Geoinformatics Lead Software Engineer

Main responsibilities include:

- Analysis, design, implementation and testing of software for visualization of maps for web and desktop applications
  - Technical direction
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### **Evorad 2008 – 2009**

3D Graphics and Medical Visualization Software Engineer

Main responsibilities included:

- Analysis, design, implementation and testing of GPU and GPGPU based software for 3D visualization of medical images
  - Technical direction in 3D graphics
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### **SEGA – The Creative Assembly 2006 - 2008**

Graphics Programmer on Empire: Total War (released on March 2009) – BAFTA Award

Main Responsibilities included:

1. Graphics engine work in:

- Rendering system for vegetation(trees, etc)
- Rendering system for ships (also destruction visualization, rope rendering, etc.)
- Rendering system for non-animated objects (buildings) in Battle and Campaign
- Rendering system for sprites in UI (animated, rotated, 3D, etc)

2. UI engine work in:

- Land & Naval UI (formations, radar, etc.)
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### **Other businesses 2005 – 2006**

Worked in local IT companies (Networking, Webpage Design, Computer Support)

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### **Independent Developer 2001 – Now**

Examples of Freelance work:

- iTMS (iPhone medical application)
- psixotherapeia.gr
- e-gardenstore.gr

Personal projects:

- XEngine (3D Graphics Engine in C++, OpenGL and Direct3D – work is currently under progress)
- FMAssistant11 (scouting utility for Football Manager 2011 in C# and WPF)
- FMAssistant10 (scouting utility for Football Manager 2010 in C# and WPF)

- Ingame FMScout09 (scouting utility for Football Manager 2009 in C#– voted 3<sup>rd</sup> best utility for FM09 on FMScout.com)
- FMAssistant.com (official website of FMAssistant in Javascript, PHP, Ajax & SQL)
- KostasVardis.com (personal website in Javascript, PHP, Ajax & SQL)

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## EDUCATION

<i>Athens University of Economics and Business</i>	<b>2011 – Now</b>
<b>PhD in Computer Graphics</b>	
<i>University of Hull, UK</i>	<b>2004 – 2005</b>
<b>MSc in Virtual Environments and Visualization</b>	
Dissertation: "Krill Visualization"	
<i>University of Sussex, UK</i>	<b>2001 – 2004</b>
<b>BSc (Hons) in Computer Science</b>	
Dissertation: "Network Diagram Animator"	
<i>B.S. College, Athens</i>	<b>2000 – 2001</b>
<b>Foundation Certificate with Distinction (78%)</b>	
- Advanced Computing: 92%	
- Mathematics: 75%	
- Physics/Mechanics 68%	
- English 76%	
- IELTS 7.5	
<i>2<sup>nd</sup> Senior High School, Thebes</i>	<b>1997 - 2000</b>
<b>Senior High School Certificate</b>	
Pan-Hellenic exams:	
- Application developing in programming environments: 19.3/20	
- Technology of Computers: 20/20	

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## GENERAL KNOWLEDGE

Specialist Knowledge	<p><b>Advanced Graphics</b> (Pixel vertex and geometry shading, computational 3D geometry, illumination, curves, surfaces, ray casting, particle systems, special effects)</p> <p><b>Real-Time Computer Graphics</b> (Real-time graphics and animation, mathematics for graphics, 3D graphics, lighting, shading, graphical algorithms)</p> <p><b>Simulation and Distributed Programming</b> (Real-time simulators, collisions, motion capture)</p> <p><b>Virtual Environments, Visualization</b> (Psychology of perception, human factors, visual cognition, scientific visualization, classification on techniques and visualization systems)</p>
Programming Knowledge	<p>Strong knowledge: C++, C#, Objective C, Java, OpenGL, Direct3D, HLSL, GLSL, Cg, Silverlight, WPF</p> <p>Good knowledge: ASP, Assembly, Ajax, C, Flex, Haskell, HTML, JavaScript, Lua, Pascal, PHP, SQL, Objective C, OpenSceneGraph, etc.</p>
Applications – Frameworks – Systems	.NET Framework, 3D Studio MAX, Adobe Photoshop, Adobe Flex, ArcGIS, Google Maps Enterprise API, Google Earth Enterprise API, IRIS Explorer, iPhone SDK, MATLAB, Microsoft Visual Studio .NET, Macromedia Director, Macromedia DreamWeaver, Macromedia Flash, Smartdraw, Smartwin, SpeedTree, SpeedGrass, Xcode, etc.
Platforms	<p>Strong: Microsoft Windows</p> <p>General: Unix, Linux, Mac</p>

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## SKILLS

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- Able to work individually or as a team, with people of many different backgrounds
- Ability to work under pressure
- Extremely determined to achieve my objectives and perform better than expected
- Good communication, writing and presentation skills
- Good organization and planning skills
- Thirst to make use of and expand my knowledge especially in my specialist areas

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## INTERESTS

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- Research and Development in 3D Computer Graphics
- Career in the computer graphics industry and/or in the academic field

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## LANGUAGES

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- Greek – native language
- English – fluent
- French – elementary

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## ACTIVITIES

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- Programming, Games
- Music, Movies, Cartoons, Comedy
- Football, Basketball, Pool