

Alexandros Gouvatsos

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MOST RECENT

2012- 2017 **Research & Development** - Hibbert Ralph Animation

Working at Hibbert Ralph Animation as part of my **doctorate**, I have been leading the research to **improve pre-production pipelines**. Projects vary from Kinect posing systems, to extracting data from screenplays, to automatic 3D posing algorithms running on the **GPU**. I have been implementing solutions using the **Maya API**, as well as stand-alone solutions in **C#, Python** and **C++** with **OpenGL**.

- Won best poster award at Pacific Graphics 2014.
- Invited and presented at the Annecy International Animated Film Festival.
- Carried out programming workshop where I taught object-oriented programming with Unity and C#.
- My research contributed to bring in over £250,000 to the company.

2012- today **Doctor of Engineering in Digital Media** - Centre for Digital Entertainment (Bath & Bournemouth University), National Centre for Computer Animation

I successfully completed my transfer viva from an MPhil to an EngD as well as a series of Master level courses.

- Completed all 3 Master level courses (**Scripting for CGI, Rendering & Shading**, Future Media Platforms) with first-class grades (1st).

PAST RELEVANT EXPERIENCE

2011 **Academic Research** - University of Edinburgh

I implemented an **adaptive self-organising algorithm** in **C#** and **C++**, using **Kinect**. Together with Dr. Michael Herrmann, I explored **open artistic systems** that are not only perceived and interpreted, but are also modified by the viewer in real-time.

- Published abstract "The Control Illusion in Synergist Art" in academic workshop.
- Developed baseline system in C# and C++ for Windows and Linux respectively.

2009 **Software Engineer** - Eurostat, European Commission

As a **software engineer** at Eurostat, I had to develop **scalable** solutions that interact with **large databases**. Working with **Java, MySQL** and **Hibernate**, I developed a prototype for database interactions.

- Successfully delivered a final prototype along with documentation despite the tight deadline, while picking up numerous new skills and technologies.

PAST EDUCATION

2008- 2012 **BEng (Honours) in Artificial Intelligence & Software Engineering** - University of Edinburgh

During my **dissertation** "Natural Head Motion Synthesis for Animated Talking Faces", I produced a system using **Python** and **Bash** scripting that animates a 3D face given a recorded speech.

computer graphics / computer animation / networks / mathematics / logic

1996- 2008 **European Baccalaureate** - European School of Luxembourg
advanced maths / advanced physics / economics / philosophy

PUBLICATIONS

- "Automatic 3D Posing from 2D Hand-Drawn Sketches", Pacific Graphics (2014).
- "Sketch-based Posing for 3D Animation", Springer Encyclopedia in Computers Graphics and Games (2015).
- "Posing 3D Models from Drawings", ACM Computers in Entertainment (2017).

SKILLS

Coding C++ / Python / C# / WPF / Haskell
Java / Ruby / Bash / JavaScript / Lua / Matlab

Graphics Maya / Maya API / Renderman
Unity 3D / Unreal / OpenGL / Photoshop
Premiere / AfterEffects

Web HTML / CSS / SASS / Google AppEngine

OTHER PROJECTS

Panadvert Web application aggregating ad data from APIs like Google AdWords (HTML, Javascript, CSS, Angular, C#, Azure).

Series Tracker Windows Phone app with over 45,000 downloads (.NET, C#, WPF).

Eventful Collaboration tool for story writers, made for a PC game that is currently under development (open source).

TAINT The Text Adventure and Interactive Novel Toolkit (open source).

Web design Designed and maintained two websites for two different non-profit organisations.

LANGUAGES

English / Greek / French / German

OTHER ACTIVITIES

Basketball / Reading (currently: The Rotters Club) / Tabletop games / Video games (currently: Shadowrun Hong Kong) / Painting / STEM ambassador / Music band / Designing games (ran an RPG campaign for a year)