

Dr Alexandros Gouvatsos

RELEVANT EXPERIENCE

- 2018 – today **Software research & development** – DNEG
Working in a team that covers multiple creative departments, I focus on building user-facing tools and putting new pipeline processes in place, using Python, C++ and Qt.
- Decoupling the data schemas that describe an asset's shape, material and shading descriptions to enable cross-department parallel workflows.
 - Test-driven, code-reviewing mentality.
- 2012 – 2017 **Software research & development** – Hibbert Ralph
Working at Hibbert Ralph Animation as part of my doctorate, I have been leading the research to improve pre-production pipelines.
- Invited and presented at the Annecy International Animated Film Festival.
 - Organised programming workshop where I taught object-oriented programming with Unity and C#.
 - My research contributed to bring in over £250,000 to the company in the form of grants.
- 2011 **Academic researcher** – University of Edinburgh
I implemented an adaptive self-organising algorithm in C# and C++, using Kinect. Together with Dr. Michael Herrman, I explored open artistic systems that are modified by the viewer in real-time.
- Published abstract "The Control Illusion in Synergist Art" in academic workshop
- 2009 **Software engineer** – Eurostat, European Commission
Working with Java, MySQL and Hibernate, I developed a prototype for large database interactions.

EDUCATION

- 2012 – 2017 **Doctor of Engineering** – Centre for Digital Entertainment, NCCA, Bournemouth University & Bath University
Thesis: "3D Storyboarding for Modern Animation"
A new pipeline for modern animation, leveraging the power of real-time game engines and computer vision systems to bridge pre-production and production.
- Won best poster award at Pacific Graphics 2014.
- 2008 – 2012 **BEng (Honours) in Artificial Intelligence & Software Engineering** – University of Edinburgh
Dissertation: "Natural Head Motion Synthesis for Animated Talking Faces"
Machine learning project in Python to animate a 3D face based on speech data
computer graphics / machine learning / computer vision
- 1996 – 2008 **European Baccalaureate** – European School of Luxembourg
advanced maths / physics / economics / philosophy

PUBLICATIONS

- "3D Storyboarding for Modern Animation", Bournemouth University (2018)
- "Posing 3D Models from Drawings", ACM Computers in Entertainment (2017)
- "Sketch-based Posing for 3D Animation", Springer Encyclopedia in Computer Graphics and Games (2015)
- "Automatic 3D Posing from 2D Hand-Drawn Sketches", Pacific Graphics (2014)

SKILLS

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

Graphics Maya / Maya API / Unity 3D / Clarisse / Renderman / OpenGL / Photoshop / Premiere

Web HTML / CSS / SASS / Angular / AppEngine

OTHER PROJECTS

Panadvert Web application aggregating ad data from APIs like Google AdWords

Series Tracker Mobile app with over 50,000 downloads (open source)

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

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

Web design Designed and maintained websites for individuals and non-profit organisations

LANGUAGES

English / Greek / French / German

OTHER ACTIVITIES

Volunteering Code First Girls instructor / STEM ambassador

Interests Basketball / Gastronomy / Reading (currently: The Rotters Club) / Games (currently: Sea of Thieves) / Demoscene