

Pavlos Mavridis

- CONTACT INFORMATION 17 Agias Barbaras Str. Voice: (+30) 6934689206
Metamorfosi, 14451 Web: <http://pmavridis.com>
Athens, Greece E-mail: pmavridis@gmail.com
- BORN 25 February 1981, Kozani, Greece
- MILITARY SERVICE Greek Army, 2006 - 2007
- PROFESSIONAL EXPERIENCE **Foundation of the Hellenic World**
Software Engineer **2007 – Today**
Working on the design and implementation of real-time rendering techniques for Serious Games and distributed Virtual Reality applications, designed to run on a cluster of PCs. Programming in C/C++ and Python on a Linux environment.
- Athens University of Economics & Business**
Researcher **2011 – 2012**
Worked as a researcher on real-time global illumination algorithms (Basic Research Fund Project EP-1805-33/ 00-1.)
- EDUCATION **Athens University of Economics & Business**, Greece
2010 – Today Ph.D. Candidate at the Department of Informatics, working on real-time rendering algorithms.
- National & Kapodestrian University of Athens**, Greece
2004 – 2006 M.Sc. Department of Informatics and Telecommunications, Computer Science.
1999 – 2004 B.Sc. Department of Informatics and Telecommunications, Computer Science.
- RESEARCH INTERESTS Real-time Rendering Techniques, Photorealistic Rendering and Global Illumination Algorithms, Texture Compression and Filtering.
- SELECTED PUBLICATIONS P. Mavridis, G. Papaioannou, “*High Quality Elliptical Texture Filtering on GPU*”, Proceedings of the 2011 ACM SIGGRAPH symposium on Interactive 3D Graphics and Games (i3D 2011).
- P. Mavridis, A. Gaitatzes, G. Papaioannou, “*Volume-based Diffuse Global Illumination*”, Computer Graphics, Visualization, Computer Vision and Image Processing 2010 (CGVCVIP 2010).
- BOOK CHAPTERS P. Mavridis, G. Papaioannou, “*Practical Elliptical Texture Filtering*”, in the book GPU Pro 3: Advanced Rendering Techniques, Wolfgang Engel (ed.), AK Peters/CRC Press.

TEACHING EXPERIENCE	<p>Teaching assistant on various undergraduate level courses.</p> <p>Computer Graphics 2004 – 2005 Lab sections and practical courses on OpenGL programming.</p> <p>Computer Graphics 2010 – 2012 Lab sections and practical courses on OpenGL programming.</p> <p>Programming in C++ 2011 – 2012 Lab sections and practical courses on ANSI C and C++ programming.</p>
COMPUTER SKILLS	<p>Programming Languages: C/C++, Python.</p> <p>Graphics APIs: OpenGL/GLSL, RenderMan.</p> <p>Version Control: SVN, CVS</p> <p>Experience developing:</p> <ul style="list-style-type: none"> - real-time and offline rendering systems. - high and low-level code optimizations. - distributed applications using BSD Sockets. - high performance parallel applications with multithreading and CUDA. <p>Secondary Skills: Javascript/JQuery, HTML/CSS, L^AT_EX, shell scripting, linux administration, Objective C, Java.</p>
PERSONAL PROJECTS	<p>iDroste for iPhone and iPod Touch 2009 Production of a photography application for the Apple iOS platform, that lets you apply the droste effect on your photos.</p> <p>The SRT Rendering Toolkit (Graduation Thesis) 2002 – 2004 Design and implementation of a photorealistic renderer that adheres to the RenderMan standard, using ray tracing and <i>monte carlo</i> algorithms.</p>
LANGUAGES	<p>English (Fluent), Greek (Native), French (DELF premier degré)</p>
PERSONAL INTERESTS	<p>Photography, science fiction.</p>