

PANAGIOTIS APOSTOLELLIS

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CAREER SUMMARY

Enterprising interaction designer and consultant, adept in new media technologies for social impact, with leadership experience managing interdisciplinary teams to create cultural heritage applications. Expert in integrating human-centered design with educational practices for enhancing engagement of museums visitors, mainly young audiences, with interactive learning experiences.

After twelve years of experience in designing and building interactive products, mainly for children in museums, the quest for a deeper understanding of interaction design brought me to the US. For the last five years I am researching effective ways to socially engage large student audiences with digital games and virtual environments in a museum context. Throughout these seventeen years, I have collaborated with a wide range of professionals, greatly honing my ability to work in teams efficiently. Moreover, I have repeatedly undertaken leadership positions during both careers and have always strived to deliver the best possible product/service to the last detail. My passion for leadership and social change has only kindled, pushing me to seek learning opportunities to improve through online education (MOOCs), volunteer positions, and entrepreneurial endeavors (more info on my website).

EXPERIENCE

Dedication to work on impactful projects that change lives
Use usability assessment methods to evaluate interactive tools
Storyboarding the visitor experience for exhibitions

Long practice designing museum interactive experiences
Excellent communication skills and teamwork spirit
Can lead interdisciplinary teams for large-scale projects
Ability to cope with challenges in cross-cultural collaboration

Expert use of prototyping and multimedia development tools;
Fluency with editing software
Strong interest in creating impactful educational products

Can easily direct and orchestrate a team of creative individuals
Experience coordinating with stakeholders across institutions

INTERNSHIP INSTITUTE OF CREATIVE TECHNOLOGIES, USC (Los Angeles, CA)

MAY 2012 – AUGUST 2012

- Developed the interface for *Jewel Mine*, one of ICT's projects on Virtual Reality and Gaming for Home-based Motor Rehabilitation (Medical VR group).
- Ran cost-benefit analysis for the MedVR's Microsoft Kinect-based tools, also participating at a user-testing in a rehabilitation clinic for stroke patients.
- Contributed to the design of a Kinect-based exhibit for amputees for the National Museum of Health, in Washington DC.

INTERACTIVE SYSTEMS DESIGNER/DEVELOPER FOUNDATION OF THE HELLENIC WORLD (Athens, Greece)

APRIL 2000 – MAY 2011

- Contributed to the design and development of interactive exhibits, installations, applications, and full-dome shows hosted at the FHW's Cultural Center "Hellenic Cosmos."
- Collaborated with an extensive number of professionals, such as graphic designers, engineers, programmers, script writers, composers, historians, architects, marketing managers, etc.
- Repeatedly undertook the project management of interactive applications and productions, both for national and EU-funded projects with intra-European partnerships.
- Represented the company twice in China in order to exhibit FHW's work and seek partnerships in the context of the "Cultural Year of Greece in China," right before the 2008 Olympic Games.

FREELANCE MULTIMEDIA DEVELOPMENT AND CONSULTING

APRIL 2000 – MAY 2011

- Worked on the design, implementation, and testing of applications for diverse purposes with a strong focus on education, including educational software for children, interactive installations for museum exhibitions, and visualizations of earthquake data sets.
- Collaborated with a variety of clients, including museums, educational and cultural institutions, private companies, and non-profit and public organizations.

HEAD OF MULTIMEDIA DEPARTMENT INTEGRATED INFORMATION SYSTEMS (Athens, Greece)

OCTOBER 1999 – APRIL 2000

- Supervised the work of three graphic designers, one programmer, and one video/audio editor, while also sought collaborations with external partners on a per project basis.
- Managed the multimedia application design and development of the EU-funded research projects, collaborating with our clients, partners, and other departments of the company.

EDUCATION

Experience with audience interaction techniques for education and entertainment

VIRGINIA TECH CENTER FOR HUMAN COMPUTER INTERACTION
PHD IN COMPUTER SCIENCE AND APPLICATION (FALL 2016)

Research focus on the interaction and collaboration of large groups of students during game-based learning experiences. Dissertation title: "Evaluating Group Interaction and Engagement using Virtual Environments and Serious Games for Student Groups in Informal Learning Spaces."

VIRGINIA TECH CENTER FOR HUMAN COMPUTER INTERACTION
MSC IN COMPUTER SCIENCE AND APPLICATIONS (SPRING 2014)

Degree awarded based on eleven 3-credit courses (**GPA: 3.975**), with a strong emphasis on interaction design and education, including Usability Engineering, Information Visualization, 3D Interaction, Virtual Environments, Computational Thinking, and Interactive Learning Media Development. At the same time I received the *Graduate Certificate in Human Computer Interaction*.

UNIVERSITY OF SUSSEX SCHOOL OF COGNITIVE AND COMPUTER SCIENCES (Brighton, UK)
MSC IN HUMAN-CENTERED COMPUTER SYSTEMS (FALL 1997)

Degree awarded based on six courses and a final project with emphasis on interactive systems design. Thesis title: "AMBROSIA: A Movie-Based Realm Of Synchronous Interface Agents."

- Designing, developing, and evaluating interactive experiences for educational purposes.
- Leading interdisciplinary teams and individuals in creating high quality interactive experiences.
- Applying usability engineering strategies for gauging user needs and identifying opportunities for novel or improved user interaction, especially in educational contexts.
- Sketching user experiences and conveying a design vision through ecological, emotional, and interaction perspectives, through mockups, storyboards, and wireframes.
- Using prototyping tools such as *Adobe Director*, *Flash*, *Microsoft Visio*, and *OmniGraffle*.
- Learning specialized tools to get the job done, such as *Word Press*, *Drupal*, *CSS*, and *JavaScript* for web design, and *Vizard*, *Python*, *Unity3D*, and *C#* for designing various 3D and VR applications.

VICE PRESIDENT, COMPUTER SCIENCE GRADUATE COUNCIL
AUGUST 2014 – SEPTEMBER 2015

GRADUATE PROGRAM COMMITTEE REPRESENTATIVE, COMPUTER SCIENCE GRADUATE COUNCIL
AUGUST 2012 – SEPTEMBER 2014

TREASURER, HELLENIC STUDENT ASSOCIATION OF VIRGINIA TECH
AUGUST 2013 – SEPTEMBER 2014

PRESIDENT, HELLENIC STUDENT ASSOCIATION OF VIRGINIA TECH
AUGUST 2012 – SEPTEMBER 2013

QUALIFICATIONS

Ability to learn new tools, explore novel ways of interaction, apply methods like *participatory design* and *contextual inquiry*

Passion to improve interaction through human-centered design

LEADERSHIP

INTERESTS & PASSIONS

Besides my professional ventures, I am human-centered in all other walks of life. I love being next to people and socializing in every opportunity, be it a gathering at home with friends, a ping-pong game with my buddy, or a hike on the Appalachian mountains with colleagues. During my limited private time, I like to exercise (jog); read books on self-growth; listen to jazz, rock, and classical music; or spend quality time with my wife and son. My biggest passions, however, are photography and travelling and I can get totally ecstatic by combining both. Hence, I seize every opportunity to travel around the world, meeting different people and experiencing their culture. Through these experiences, I have expanded my world view and constantly strive to combine my personal and professional endeavors in order to create meaningful change for me, my family, and the people of my extended global community.