

# **Ioannis Ioannidis**

**Software Developer  
Technical VFX / RnD**  
Curriculum Vitae

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DOB: 21/12/1987

## **SUMMARY**

As I have just finished my Master of Science in Computer Animation & Visual Effects at Bournemouth University's NCCA, I am currently looking forward to get onto the visual effects industry as a software developer joining any technical visual effects related work scheme. When I finished my undergraduate studies in computer science I decided to follow the 3D graphics pathway for my postgraduate studies so as to combine art & science in the best possible way. During my studies I occupied myself with various object-oriented programming projects that helped me in understanding the essence of a 3D Graphics pipeline and so I am quite familiar with technologies such as C++, OpenGL, Houdini, Maya, Renderman, Python Scripting etc. Additionally, I am ready to cooperate and be a member of a team willing to take on responsibilities so as for my aspirations to work in the VFX world to be unfold.

## **WORK EXPERIENCE:**

**09/09 – 3/10** Network Technician at OTE Hellenic Telecommunications Organization, Thessaloniki, Greece

## **EDUCATION**

**09/11 - 08/12,**  
MSc Computer Animation and Visual Effects  
at National Centre of Computer Animation, Bournemouth University,  
(Award MSc with Distinction, Final Grade: 71.44%)

*Analytical Unit Results:*

- *Group Project (81%),*  
2min. animation video (“abstract animation”)  
(Creation and Direction of Houdini Fluid Simulations)
- *Moving Image Theory (58%).*
- *Personal Inquiry (72%) ,*  
Analysis of SPH methods for free-oscillation flows, and proposal of a new one considering performance and visual outcome together)
- *Computer Generated Imagery Tools (58%),*  
Maya Modeling and Texturing,  
Simple Animation Video,  
Houdini Custom Procedural City Generator Tool Development,  
Shader Development (using RSL)
- *Animation Software Development (74%),*  
Real-Time SPH Fluid Simulator
- *Computer Generated Imagery Techniques (57%),*  
Mass-Spring Model Cloth Simulation using C++ & OpenGL
- *Master’s Project (Computer Animation and Effects) (81%),*  
(3D Pic/Flip Solver using OpenMP Directives - Custom Houdini Plugin)

**2/06 - 07/10**

BSc Informatics Engineering  
at Information Technology Department,  
at Alexandrian Technological Educational Institute of Thessaloniki, Greece  
Upper Second Class Degree with Honours. (7.7 / 10)

Thesis Project: Java Game Application for Desktop PC: Final Grade (9.6/10)

Transcript available on request

**09/00 – 6/05** Music High School

**LANGUAGES:**

English (Lower, IELTS 7.6)  
French (Delf 1,2,3,4)  
Greek (Native Speaker)

## **ESSENTIAL SKILLS**

- Programming Languages:  
C++, OpenGL, Java, C, Python, JavaScript, Prolog
- Software:  
QT, Net-beans, Maya, Houdini, Office, Premier, Photoshop
- Additional Skills:  
Software Engineering,  
Understanding 3D Graphics Pipeline,  
Fluid Simulations (CFD),  
Algorithmics,  
Game Development Concepts,  
Software Design (UML),  
Thorough Report Writing ,  
Good Team Working,  
Problem Analysis and Solving,  
Punctuality

## **OTHER INTERESTS & ACTIVITIES**

Music: piano, guitar, bass, singing  
General: travelling, sports, films, socializing.

## **REFERENCES**

Jon Macey, Senior Lecturer (Masters Tutor)  
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01202 966701  
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