

KOSMAS GIANNOUTAKIS

composer / media artist / computer musician / researcher

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EMPLOYMENT

2025 - Present	Teaching Assistant	DMARC Digital Media & Art Research Centre University of Limerick, IE
2020 - 2024	Reasearch/Teaching Assistant	The School of Humanities, Arts, and Social Sciences, School of Science, Rensselaer Polytechnic Institute, NY

EDUCATION

2024	Doctor of Philosophy (Ph.D.) <i>in Electronic Arts</i>	Rensselaer Polytechnic Institute, NY
2018	Master of Arts <i>in Computer Music (with distinction)</i>	Institute of Electronic Music and Acoustics (IEM) University of Music and Performing Arts Graz (KUG), AT
2012	Master of Music <i>in Instrumental Composition</i>	University of Music Freiburg, DE
2009	Bachelor of Music <i>in Contemporary Music Composition</i>	University of Macedonia, GR
2008	Erasmus Program <i>in Composition and Percussion Studies</i>	University of Music Franz Liszt Weimar, DE
2007	Conservatory Diploma <i>in Piano Performance</i>	Macedonian Conservatory of Thessaloniki, GR

RESEARCH INTERESTS

- Multimodal AI Systems in Creative Practice
- Live Coding and Real-Time Computational Performance
- Decentralized Creative Systems and Blockchain-Based Collaborative Art
- Algorithmic Composition and Experimental Sound Design
- Critical AI Studies, Media Theory, and Computational Aesthetics

AWARDS & DISTINCTIONS

2025	Shortlisted for the Giga-Hertz Production Awards	ZKM Center for Art and Media Karlsruhe, DE
2024	Best Feature Film > Science, Technology, Space / Artificial Intelligence, Biology, Psychology	Cosmo Genetics Film Festival, MX
2024	Best Augmented Reality Movie Award	CineTech Future Fest, PL

2020	Runner-Up, Call For Scores Competition: Electronic Music	Tesselat Composers Collective, US
2018	Honorable Mention, ALife Art Award	National Museum of Emerging Science and Innovation in Odaiba, JP
2018	3 rd Prize, COLLAB Composition Competition	IEM KUG, AT
2017	4 th Prize, {Raum::Klang} composition contest “Interactive Sounds”	I ² AudioLab, Computer Science Department, Hamburg University of Applied Sciences, DE
2016	Excellence in Art, Design and the Production of Sound, klingt gut! Symposium on Sound 2016,	Faculty of Design, Media, and Information, Hamburg University of Applied Sciences, DE
2016	Honorable Mention, NeuverBand composition competition competition	Ensemble für neue Musik Basel, CH
2015	Si15 Best Student Submission Award	2nd International Symposium on Sound and Interactivity, SG.
2005	2 nd prize, Composition Competition	University of Macedonia and Ionian University, GR

SCHOLARSHIPS, GRANTS & FELLOWSHIPS

2024	HASS Arts Graduate Production Grant 2024 for a new audiovisual work (\$800)	Curtis R. Priem Experimental Media and Performing Arts Center EMPAC, Rensselaer Polytechnic Institute, NY
2023	Financial support for international artistic project 2023 (\$550)	The School of Humanities, Arts, and Social Sciences, Rensselaer Polytechnic Institute, NY
2015 - 2018	Financial support for international artistic projects (€800-€1200)	KUG, AT
2016	Research scholarship (€2000)	Federal Ministry of Science, Research and Economy, AT
2015	Advancement scholarship (€2000)	KUG, AT
2014	Miscellaneous Grant (\$300)	The Harry and Alice Eiler Foundation, Inc, US
2010	E.T.A. Hofmann Stiftung fellowship (€3000)	University of Music Freiburg, DE
2008	Erasmus Program fellowship (€1200)	State Scholarships Foundation (I.K.Y.), GR

RESIDENCIES

2025	Artist in Residence, Klavierautomat (piano automaton) research project (CHF 3500)	Institute for Computer Music and Sound Technology (ICST), Zurich University of the Arts, CH
2024	Production Residency at the Curtis R. Priem Experimental Media and Performing Arts Center EMPAC (\$900)	Rensselaer Polytechnic Institute, NY
2023	Sound Laboratory Residency (online)	Foreign Objekt
2019	LIPS (Laboratoire In(ter)disciplinaire de Prototypes Scéniques & Sonores)	Générateur de ressources et d'activités musicales exploratoires (GRAME), FR
2019	Cross Genre Residency, INTERFACES Project (€2500)	ZKM Center for Art and Media Karlsruhe, DE

2018	Graphic Notation Residency, INTERFACES Project (€2500)	ZKM Center for Art and Media Karlsruhe, DE
2016	Artist-in-Residence Programm (€1000)	Vorort_2_draußen Symposium & Kunstfestival, DE
2015	Artist in residence, Conlon Foundation Residency Project	Gaudeamus Foundation, NL

RESEARCH PROJECTS

2021	Collaborative Electroacoustic Music Composition on the Blockchain (\$900)	Project Leader	The School of Humanities, Arts, and Social Sciences, Rensselaer Polytechnic Institute, NY
2021	Komponieren Kollaborativ (KK), Ministry of Science, Research and the Arts of Baden-Württemberg (€18500)	Project Leader	Ensemble Aventure in collaboration with 4 music universities of Baden-Württemberg (Karlsruhe, Mannheim, Stuttgart, Freiburg), DE
2020	Collaborative Composition of Chamber Music (CCCM) (€6000) (canceled due to COVID-19)	Project Leader	IEM KUG, AT
2019	Collaborative Electroacoustic Composition with Intelligent Agents (CECIA) (€8000)	Project Leader	ZKM Center for Art and Media Karlsruhe, Creative Europe program of the European Union, DE
2018	COLLAB (Collaborative Creativity as a Participatory Tool for Interactive Sound Creation)	Selected Artist	IEM KUG, AT
2018	Algorithms that Matter (ALMAT) - Workshop-in-Exposition – Thresholds of the Algorithmic	Selected Artist	BEK – Bergen Center for Electronic Arts, NO - IEM KUG, AT
2016 - 2017	Gamified Audiovisual Performance and Performance Practice (GAPPP) (€4000)	Commisioned Artist	IEM KUG, AT
2015	Klangräume	Participating Artist	esc medien kunst labor gallery - IEM KUG, AT

PUBLICATIONS

Book Chapters (3)

- Invited chapter for a book publication as part of the ERC Advanced Grant project Posthuman Music: Creative Practices after AI and Blockchain (Orpheus Instituut/Leuven University Press, 2026).
- Giannoutakis, K. (2024). Decentralized Transindividual Collaborative Experimental Musicking. In P. De Assis & A. Lukawski (Eds.), *Decentralised Music: Exploring Blockchain for Artistic Research*. CRC Press/Taylor & Francis Group.
- Giannoutakis, K. "Exploring Visualization Methods of the Dynamic Behaviors in Computer-based Musical Works." In *From Xenakis's UPIC to Graphic Notation Today*, edited by Sharon E. Kanach, Ludger Brümmer, and Peter Weibel, Germany: ZKM, 2020.

Peer-Reviewed Journals (1)

- Giannoutakis, Kosmas, and Philippe Kocher. (Forthcoming, 2026). "The Unconcealed Machine: On the Aesthetics of the Klavierautomat." *International Journal of Performance Arts and Digital Media*, special issue "Creative Robotics Theatre."

Peer-Reviewed Conferences (4)

- Giannoutakis, K. (2025). Transduction in Action: Live Coding from a Simondonian Perspective. In *Proceedings of the International Conference on Live Coding (ICLC)*. Barcelona, Spain.
- Anastasopoulou, P., Zannos, I., Diapoulis, G., Agiomyrgianakis, V., & Giannoutakis, K. (2025). TOPLAP Athens: A networked live coding community. In *Proceedings of the International Conference on Live Coding (ICLC)*. Barcelona, Spain.
- Giannoutakis, K., & Juarez, A. (2023). Aesthetic Encounters with Liquefied Digitality. In *xCoAx 2023: 10th Conference on Computation, Communication, Aesthetics & X*. Weimar, Germany.
- Giannoutakis, K., & Vasquez, J.C. (2022). Collaborative Electroacoustic Music Composition on the Blockchain. In *Proceedings of the International Computer Music Conference (ICMC)*. Limerick, Ireland.

Dissertation

- Giannoutakis, K. (2024). Live Coding the Collective: Reimagining Experimental Music Practices through Techniques of Decentralization [Doctoral dissertation]. Rensselaer Polytechnic Institute.

Music

- Giannoutakis, K. (2015-present). [Musical Compositions]. *BabelScores - Contemporary Music Online Publishing*.

SCHOLARLY ENGAGEMENT WITH ARTISTIC WORK

(Books and dissertations that analyze, cite, or document my artistic practice)

Books (3):

- Turowski, Paul, Simon Hutchinson, and Takuto Fukuda. *Gameful Compositions in Interactive Computer Music*. Springer Series on Cultural Computing. Springer, forthcoming 2026.
- Ciciliani, Marko. *Ludified Band 1: Artistic Research in Audiovisual Composition, Performance & Perception / Band 2: Game Elements in Marko Ciciliani's Audiovisual Works*. Green Box, 2021.
- Befera, Luca. *Rise of a Transcoded World: Field Study and Performance Analysis of Alexander Schubert's "Genesis"*. 2021.

Doctoral Dissertations (2):

- Ham, Tijs. "Tipping Points." PhD in Artistic Research, University of Bergen, 2023. <https://www.researchcatalogue.net/view/1741618/1741633>
- Łukawski, Adam. "Performative Transactions: Worlding Compositional Ecosystems." PhD diss., Leiden University, 2025.

TEACHING EXPERIENCE

2025 - Present	Teaching assistant	University of Limerick DMARC Digital Media & Art Research Centre, Department of Computer Science & Information Systems
	<ul style="list-style-type: none"> Machine Learning for Interactive Systems Performance Technology 1 Perceptual Systems and Multimedia Directed Studies Advanced Audio Production 	
	<ul style="list-style-type: none"> Digital Audio Fundamentals Digital Arts Sound Synthesis Digital Video Graphic Design 	
2021 - 2024	Teaching assistant	Rensselaer Polytechnic Institute
	<ul style="list-style-type: none"> Fundamental of Music & Sound 	School of Humanities, Arts, and Social Sciences (HASS), Department of Arts
	<ul style="list-style-type: none"> Music and Sound I & II 	(HASS), Department of Arts
	<ul style="list-style-type: none"> Cognitive Modeling 	(HASS), Cognitive Science Department
	<ul style="list-style-type: none"> Data Structures 	School of Science, Department of Computer Science
	<ul style="list-style-type: none"> Computer Science 1 	School of Science, Department of Computer Science
	<ul style="list-style-type: none"> Sound Recording & Production 1 	(HASS), Department of Arts
	<ul style="list-style-type: none"> Orchestra 	(HASS), Department of Arts
	<ul style="list-style-type: none"> Concert Choir 	(HASS), Department of Arts
2010 - 2012	Tutor, Studio for Electronic Music and Acoustics selma	University of Music Freiburg, DE

GUEST LECTURES, PRESENTATIONS & WORKSHOPS

2025	ICST Artist Talk	ICST - Institute for Computer Music and Sound Technology, ZhdK, CH
2023	Presentation “Transindividual Collaborative Live Coding” at Live Coding as Life	Hybrid Live Coding Interfaces 2023 (online)
2023	Guest lecture “Aesthetic strategies for (neo)- speculative musics”	Department of Music Studies, Faculty of Fine Arts, Aristotle University of Thessaloniki, GR
2023	Workshop “Live Coding with SuperCollider” at Nerd Summit 2023	University of Massachusetts Amherst, MA
2021	Guest lecture “Algorithmic Music”	Department of Music, Hong Kong Baptist University
2020	Presentation “Synergizing composers and algorithms for the creation of electroacoustic music” at Virtual BEAST FEaST 2020	University of Birmingham, UK

2019	Presentation “Innovating the electroacoustic music composition practice: the collaborative framework of human and algorithmic agency CECIA” at Sonic Experiments: Telematics.	ZKM Center for Art and Media Karlsruhe, DE
2019	Guest lecture “Exploring music from self-organising systems” in [sound]Spectrum New Music Seminar	Feliks Nowowiejski Academy of Music, PL
2019	Presentation of the CECIA project (Collaborative Electroacoustic Composition with Intelligent Agents) at Karlsruhe Museum Night KAMUNA	ZKM Center for Art and Media Karlsruhe, DE
2018	Guest lecture “Music from self-organizing systems”	State University of Music and Performing Arts Stuttgart, DE
2018	Guest lecture “Democratic composing”	University of Music Karlsruhe, DE
2018	Artistic practice presentation	Bergen Center for Electronic Arts BEK, NO
2017	Workshop “Composing Recurrent Network Topologies as Generative Music Systems” at Audio Mostly Conference	Queen Mary University of London, UK
2017	Workshop “Generative Music with Recurrent Neural Networks” at Linux Audio Conference	Jean Monnet University, FR
2017	Artist talk	Kunstort eleven artspace, DE
2016	Presentation-lecture “Contraction point” at Toronto International Electroacoustic Symposium	New Adventures in Sound Art (NAISA), Canadian Music Center, CA
2016	Guest lecture “Sound Synthesis with Recurrent Neural Networks”	University of Music and Theatre Hamburg, DE
2016	Artist talk at Klingt gut! Symposium on Sound	Faculty of Design, Media, and Information, Hamburg University of Applied Sciences, DE
2016	Presentation “Cybernetic Sound Games” at BEAST FEaST, REAL/UNREAL	University of Birmingham, UK
2016	Guest lecture “Cybernetic Sound Games”	University of Music Freiburg, DE
2015	Guest lecture “Cybernetic Sound Games”	STEIM Studio for Electro- Instrumental Music, NL
2012	Guest seminar and workshop "Composition - Electronic Music"	University of Macedonia, Department of Music Science and Art, GR

CONFERENCE PRESENTATIONS

2025	Decentralised Creativity and Agential Systems in Music	Orpheus Instituut, BE
2025	International Live Coding Conference	TOPLAP Barcelona, Axolot, UOC Open University of Catalonia, ES
2025	SuperCollider Symposium	Johns Hopkins University, MD
2025	Workshop on Creativity & Generative AI, Thirty-Eighth Annual Conference on Neural Information Processing Systems	Vancouver Convention Center, CA
2023	XCoAx 2023: 11th Conference on Computation, Communication, Aesthetics & X	Bauhaus-Universität Weimar, DE

2023	International Live Coding Conference	HKU University of the Arts Utrecht, Institute of Sonology, Conservatory of Amsterdam, NL
2022	International Computer Music Conference	University of Limerick, IE
2022	Music NFTs: blockchain for artistic research	Orpheus Institute, BE
2021	International Computer Music Conference	Pontificia Universidad Católica de Chile, CL
2020	Joint Conference on AI Music Creativity	Royal Institute of Technology (KTH), SE
2020	21st International Society for Music Information Retrieval Conference	McGill University, University of Montreal, CA
2020	Almat symposium on algorithmic agency in artistic practice	IEM KUG, AT
2019	MuSA 10th International Conference on Music/Sonic Art: Practices and Theories Collaborative creativity / Creative Collaboration	University of Music Karlsruhe, DE
2018	InSonic - Algorithmic Spaces	ZKM Center for Art and Media Karlsruhe, DE
2018	UPIC - Graphic Interfaces for Notation Conference	ZKM Center for Art and Media Karlsruhe, DE
2018	PER CHI SUONA IL PAESAGGIO	Forum Klanglandschaft, IT
2018	SERG International Postgraduate Research Conference	University of Aberdeen, UK
2017	inSonic Immersive Future	ZKM Center for Art and Media Karlsruhe, DE
2017	XCoAx 5th Conference on Computation, Communication, Aesthetics & X	University of Lisbon, PT
2017	Audio Mostly	Queen Mary University of London, UK
2017	Linux Audio Conference	Jean Monnet University, FR
2016	XXI Colloquio di Informatica Musicale	AIMI – Associazione Informatica Musicale Italiana, IT
2016	Toronto International Electroacoustic Symposium	Canadian Music Center, CA
2016	“klingt gut!” Symposium on Sound	Hamburg University of Applied Sciences, DE
2016	42nd International Computer Music Conference	HKU University of the Arts Utrecht, Gaudeamus Muziekweek, NL
2016	BEAST FEaST, REAL/UNREAL	University of Birmingham, UK
2015	inSonic - aesthetics of spatial audio in sound, music and sound-art	ZKM Center for Art and Media Karlsruhe, DE
2015	2nd International Symposium on Sound and Interactivity	Nanyang Technological University, SG

PEER REVIEW SERVICE

2025	Special issue on Creative Robotics Theatre and Performance Arts	International Journal of Performance Arts and Digital Media
2025	New Interfaces for Musical Expression (music track)	Australian National University, Ngunnawal and Ngambri Country, Canberra, AU

2025	International Live Coding Conference (music and paper track)	TOPLAP Barcelona, Axolot, UOC Open University of Catalonia, ES
2024	New Interfaces for Musical Expression (music track)	Gaudeamus, University of the Arts Utrecht, NL
2024	International Live Coding Conference (paper track)	NYU Shanghai, CN
2023	New Interfaces for Musical Expression (music track)	Metropolitan Autonomous University, Monterrey Institute of Technology, MX
2016	International Conference on Live Interfaces (music track)	University of Sussex, UK

FESTIVALS & CONCERTS (selection)

2025 November	TRANSIENT INFO – Virtual Art Exhibition The Wrong Biennale 7th Edition	Online
2025 June	ON SCREEN 2025, Digital </ Video Art International Streaming Festival	Vienna, AT
2025 May	TOPLAP Athens, International Conference on Live Coding	Barcelona, ES
2025 May	TOPLAP Athens, 18th Audiovisual Arts Festival	Corfu, GR
2025 March	Machine Musicianship, Kunstraum Walcheturm, ICST - Institute for Computer Music and Sound Technology, ZHdK	Zürich, CH
2025 March	SuperCollider Symposium, Johns Hopkins University	Washington, D.C
2024 September	Group exhibition ‘tipping point’, Oberwelt e.V.	Stuttgart, DE
2024 July	DIVFUSE / INNOVATE 2024, Project DIVFUSE	London, UK
2024 June	ON SCREEN 2024, Digital </ Video Art International Streaming Festival	Vienna, AT
2024 May	/imagine...Digital Soul – Silicon Valley International Contemporary Art Exhibition, ArtX Gallery and Gen AI Summit	San Francisco, CA
2024 May	ICLC 2024 satellite event, PEARL (Performative Environment Art Research Lab)	Corfu, GR
2024 May	MY _____ IS AN ECOSYSTEM, LiveCode.NYC, Harvestworks Art and Technology Program	New York City, NY
2024 April	>> UTOPIE REALISTE << Exhibition, Biennale Tecnologia, Polytechnic University of Turin	Turin, IT
2023 October	Analogue Sacrifice, Purgatory	Brooklyn, NY
2023 September	slgjksglglj at Wonderville, LiveCode.NYC	Brooklyn, NY
2023 August	Happening at the AI Center of Excellence	Troy, NY
2023 July	New York City Electroacoustic Music Festival	New York City, NY
2023 June	Electronic Arts RPI Exhibition, Harvestworks Art and Technology Program	New York City, NY
2023 May	“B priori” Art Showcase, Collar Works Gallery	Troy, NY
2023 April	International Conference on Live Coding (ICLC)	Utrecht, NL
2023 April	Multi channel concert, Institute of Sonology	Utrecht, NL
2023 April	Live Performers Meeting	Münster, DE
2023 February	Nerd Summit	Amherst, MA
2023 January	The San Francisco Tape Music Festival	San Francisco, CA

2022 November	Ecos Urbanos festival, EMPAC	Troy, NY & Mexico City, MX
2022 July	Ecoforme: Contrazioni/Artescienza Festival, Goethe-Institut	Rome, IT
2022 May	Between The Waves, Collar Works Gallery	Troy, NY
2022 Januar	“Zusammen sind wir weniger allein – Komponieren kollaborativ”, Ensemble Aventure	Karlsruhe & Freiburg, DE
2021 August	Design Day, Interactive Sound – the Connection Between Technology and Sound	Beijing, CH
2021 July	International Computer Music Conference	Santiago, CH
2020 November	MA/IN [MAterA INtermedia festival]	Matera, IT
2020 September	Ars Electronica Festival 2020 Sound Campus	Linz, AT
2020 August	IS IT WORKING? International festival of art, science and technology, Ljudmila Art and Science Laboratory	Ljubljana, SI
2020 January	The Sound of Feedback, The Idea of Feedback in Sound, Canterbury Christ Church University and Orpheus Institute	Kent, UK
2019 December	Sonic Experiments: Telematics, ZKM	Karlsruhe, DE
2019 November	Klangdom. Hörstücke für 47 Lautsprecher, ZKM	Karlsruhe, DE
2019 October	EviMus6. Saarbrücker Tage für elektroakustische und visuelle Musik	Saarbrücken, DE
2019 October	[sound]Spectrum New Music Seminar	Bydgoszcz, PL
2019 June	Wenn Räume klingen, träumen die Ohren, Forum Stadtpark	Graz, AT
2019 March	Gamified Composition and Performance – a Symposium in Artistic Research, Mumuth KUG	Graz, AT
2019 March	Florence Multimedia Festival Diffrazioni	Florence, IT
2018 August	PER CHI SUONA IL PAESAGGIO	Vigevano, IT
2018 July	ALIFE conference, BEYOND AI - A new epistemology for Artificial Life and Complex Systems	Tokyo Waterfront City Lying, JP
2018 July	COLLAB concert, IEM CUBE	Graz, AT
2018 June	Workshop-in-Exposition – Thresholds of the Algorithmic	Bergen, NO
2018 May	Sonic Realities, SERG International Postgraduate Research Conference	Aberdeen, UK
2018 January	{Raum::Klang} I²AudioLab	Hamburg, DE
2017 December	inSonic Immersive Future, ZKM	Karlsruhe, DE
2017 July	XCoAx 5th Conference on Computation, Communication, Aesthetics & X	Lisbon, PT
2017 June	New York City Electroacoustic Music Festival	New York City, NY
2017 May	Open CUBE, Exploring the Extended Saxophone: New Works for Saxophone and Live Electronics	Graz, AT
2017 May	Linux Audio Conference	Saint-Etienne, FR
2017 May	13th Athens Digital Arts Festival	Athens, GR
2017 May	Le Festival de M.A.I. (Musiques Actuelles Improvisées)	Nice, FR
2017 May	Special Olympics World Winter Games 2017	Graz, AT
2017 March	Junge SIGNALE concert series	Graz, AT
2016 November	TRANS – Denken in Klängen, Kulturzentrum bei den Minoriten	Graz, AT

2016 November	“The Digital Body” International Exhibition, Bucharest International Dance Film Festival	Bucharest, RO
2016 September	XXI Colloquio di Informatica Musicale – FESTIVAL SPAZIOMUSICA	Cagliari, IT
2016 September	42nd International Computer Music Conference	Utrecht, NL
2016 August	Toronto International Electroacoustic Symposium	Toronto, CA
2016 June	Junge SIGNALE concert series	Graz, AT
2016 May	“klingt gut!” Symposium on Sound	Hamburg, DE
2016 May	dronesTruck Audio Graffiti Project, Hamline University	Minnesota, MN
2016 May	Festival Oodaaq D’images Nomades Et Poétiques	Rennes, FR
2016 April	BEAST FEaST REAL/UNREAL, Birmingham ElectroAcoustic Sound Theatre	Birmingham, UK
2015 November	inSonic aesthetics of spatial audio in sound, music and sound art	Karlsruhe, DE
2015 October	ZEPPELIN Ars Electroacustica, Dures pedres precioses	Barcelona, ES
2015 October	GENERATE! Festival für elektronische Künste, Shedhalle Tübingen – Forum für zeitgenössische Künste	Tübingen, DE
2015 September	Gaudeamus Muziekweek	Utrecht, NL
2015 August	Soundislands Festival/2nd International Symposium on Sound and Interactivity	Singapore, SG
2015 June	Poetry in Visual Group Exhibition, Gallery of City Museum of Aveiro	Aveiro, PT
2015 June	GLOBALE next_generation 6.0	Karlsruhe, DE
2015 June	Prattica-E 2015, Kulturzentrum bei den Minoriten	Graz, AT
2015 May	Klangräume Finissage, esc medien kunst labor	Graz, AT
2015 April	SCAN, interactive composition – and improvisation-Project, Klangforum Wien	Graz, AT

SOFTWARE EXPERTISE

Development & Programming

- Programming Languages: Python, C++, JavaScript, Lisp (Scheme)
- Operating Systems: Linux (Ubuntu), macOS, Windows
- Game Development: Unity

Audio & Music Production

- Audio Programming: Pure Data, SuperCollider, Max
- Digital Audio Workstations: Pro Tools, Logic Pro, Ableton Live, Reaper, Ardour, Cubase, Audacity
- Music Notation: Sibelius, Finale, MuseScore, LilyPond
- Network Performance: JackTrip, SonoBus, OscGroups

Media Production & Design

- Video Production: DaVinci Resolve, Adobe Premiere Pro, Final Cut Pro
- Streaming: OBS, datarhei Restreamer
- Graphics & Visual Design: Pure Data Gem, Hydra, Processing, Inkscape, GIMP, Affinity Suite

Neural Networks & Generative AI

- Development: TensorFlow, PyTorch, SciPy
- Image & Video AI: Runway AI suite, Stable Diffusion
- Audio AI: Stable Audio Open, TTS Generation WebUI / Harmonica, Wav2Lip

LANGUAGES

- Greek: native.
- English: professional fluency in reading, speaking and writing.
- German: intermediate fluency in reading, speaking and writing.

LIST OF ARTWORKS (2015 - Present)

2025	The Sun Rising	Collaborative audiovisual live coding with TOPLAP Athens
2025	Stuttering Calls of the Unencoded	Live Coding performance with the Klavierautomat
2025	Walter Benjamin's The Destructive Character AI-fication	AI-generated film
2024	Nick Land's Meltdown AI-fication	AI-generated schizo-film
2024	Metacortical Modulations	Series of audiovisual live coding performances incorporating Brain- Computer Interface
2022 - 2023	Serendipitous Liquidators	Series of audiovisual live coding improvisation performances with collaborator Aaron Juarez
2022 - Present	Live Coding with SCTweets	Series of streamed live coding improvisation performances
2021	Chain Compositions	Collaborative electroacoustic music compositions on the blockchain with Juan Carlos Vasquez
2020	Sentient Artificiality	Single-player video game (Demo)
2020	Bio-digital Synthesis on Physarum Polycephalum	Fixed media audiovisual work
2019	Confluent Currents	Improvisation performance with coupled digital-analogue music systems, collaboration with Arthur Lanotte-Fauré
2019	CECIA Composition	Fixed-media collaborative musical work, with Artemi-Maria Gioti, Panayiotis Kokoras, Mariam Gviniashvili, Juan Carlos Vasquez, Martyna Kosecka, and Erik Nyström
2019	Stack Interchange	Audiovisual game-performance, collaboration with Daniele Pozzi
2019	Fluid Sonorities on a Crafted Sphere	Computer generated musical work for the 3D audio speaker IKO

2018	Dialogues – Disappearing	Collaborative composed musical work for solo violin
2018	Bursty Exorbitance	8-channel computer generated musical work
2018	In Search of Equipoesie	Participatory performance ecosystem for microphonist, audience and computer music system
2017	Inter-Perturbations	Participatory installation for Wave-Field Synthesis (WFS) and Advanced Realtime Tracking (A.R.T.) system
2017	Attractive Correlations	Concert installation for variable number of instrumentalists, microphonists, audience and computer music system
2016	Explosion Suppression	Computer generated musical work
2016	Self-Sustaining Play	Audiovisual game-performance for instrumentalist and computer system
2016	Börstingen Klangströme	Interactive sound installation
2016	Sonic Current	Interactive sound installation
2016	Verschränkte Spielräume	Concert installation for variable number of rooms, musicians, audience and computer music system
2015	Contraction Point	Electroacoustic game-performance for instrumentalist and computer music system
2015	Zeitleben/Timelife	Game-piece for double bass and audiovisual computer system
2015	Ascending and Descending	Installative/performative puzzle game for interactive Disklavier