

# Petros Ioannidis

CV

Nørrebrogade 174  
2200 København N  
Denmark

+4591468925

✉ petros.ioannidis91@gmail.com

📄 petrosioannidis.com

🌐 petros-ioannidis

🌐 PetrosIoannidis

Sex: Male | Date Of Birth: 6-5-1991 | Nationality: Greek

## Education

- 2016 - present **M.Sc, Game Design**, IT University of Copenhagen, Copenhagen.
- 2009 - 2016 **Ptychion (B.Sc), Computer Science**, University of Athens, Athens, Grade: 7.76/10.
- 2006 - 2009 **Highschool Degree**, Leonteio Highschool Patisia, Athens, 18.4.  
Panhellenic Examinations Score: 18937/20000

## Experience

- 9/17 - Now **Master Thesis**, Supervisor: Anders Sundnes Løvlie, IT University of Copenhagen, Copenhagen, Denmark.  
Design and develop a playful interaction for the exhibition of Keld Helmer-Petersen's work that will be displayed in the space of the National Museum of Photography of Denmark. The aim of that design is to expose the visitors to the digital collection of the museum, using elements of critical play.
- 9/15 - 7/16 **Bachelor Thesis**, Supervisor: P. Stamatopoulos, University of Athens, Athens, Greece.  
A procedural maze generator was built as part of my Bachelor thesis.
- 3/14 - 4/15 **Python Developer**, Supervisor: Samuele Kaplun, CERN, Geneva, Switzerland.  
Participating in the technical student program of CERN, I was part of the team responsible for the Inspire project. I was part of the author disambiguation team where during my studentship we developed an algorithm to check the consistency of the author data and metadata in the database and to correct and report the errors found during the check. In addition, I worked together with the Communications team to automate the harvesting of the data from the HepData project's database. Accomplishments:
- Communicate with the client for the specification of the algorithm
  - Communicate with my supervisor and my team for the development of the algorithm
  - Follow the timeline that was agreed with the client
  - Design, develop, optimize and test the algorithm

## Volunteering Experience

- 30/6/17-6/7/17 **Stage Loader**, Orange Stage Loader Crew, Roskilde Festival.  
During the Roskilde festival, we were responsible for setting up the media technologies of the Orange Stage. As a team, we had to divide the labor and coordinate amongst ourselves. Our tasks consisted of, loading, unloading, and setting up the cables, lights, speakers, and screens that were required for the stage.

23/2/18- **Builder**, Production, CPH:DOX.

23/3/18 During CPH:DOX, I was part of a large team of over 30 people. Our responsibility was to build and set up the main festival center respecting the specification we were given. Our duties ranged from loading and unloading equipment, to finding on the spot solutions in order to make the space fulfil the requirements.

---

## Computer skills

Languages /  
Programming C++, Python, Java

Design  
Technologies Unity, Blender, Krita, Darktable, LMMS, Inkscape

Operating Systems Windows, Linux, Android

---

## Languages

Greek Native Language

French Elementary Level

English Proficiency Level - IELTS score: 8.0

---

## Conferences

June 2013 **Education And Learning Issues In Entrepreneurship**, University of Athens, Athens, Greece.

---

## Awards and Achievements

March 2009 **Hellenic Physicist Union**, 10th Place Ranking in Panhellenic Physics Competition, Greece.

---

## Interests

Due to my exploratory nature, during my free time I enjoy to be close to nature - through camping and sailing. Those experiences led me into photography, since I found interest in capturing the scenery and the interaction I had with it. Through photography, I started exploring art, and later on - through my studies in game design - I formed an interested in performance art and contemporary art. Moreover, I enjoy developing electronic projects, and exploring the norms around what electronics and society.

---

## Referees

Stamatopoulos P. **Assistant Professor**, University of Athens, Department of Informatics and Telecommunications

Kaplun S. **Staff Member**, CERN, InspireHEP

Sicart M. **Associate Professor**, IT University of Copenhagen, Center for Computer Games Research

Nermen Ghoniem **Head of Volunteer Department**, CPH:DOX