

PANAGIOTIS GEORGANAKIS

Real-Time 3D Artist
Creative Technologist

Date of birth: 20/08/1985
Place of birth: Kozani, Greece
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SUMMARY



My name is Panagiotis Georganakis, and I am an IT professional with a 14-year of experience in IT projects, including the fields of education, real-time technology, and XR. I have a strong interest in Real-Time 3D, AI, and disruptive technologies. I am also the founder of Singular Realities and the head of the VR Lab at the University of Western Macedonia in Greece.

I am highly organized, self-possessed, self-motivated, and determined to succeed in every project I undertake. I am also observant, with strong attention to detail, and highly methodical. I am known for my introverted character, but also friendly, easy-going, and always willing to go the extra mile regarding partnerships and business collaborations.

PROFESSIONAL EXPERIENCE

From 05/2023

Founder
Singular Realities

Using AI tools, real-time engines, and markerless mocap technology to evaluate the biomechanics of young athletes, people with kinetic disabilities, and elderly people. Building real-time applications for simulations and XR training.

09/2016 – 08/2024

Program Manager
Virtual Reality Lab – University of Western Macedonia

Program Manager at the Virtual Reality Lab of the University of Western Macedonia.

11/2023-01/2024

Unreal Engine Generalist
Green Robot Virtual Production

Contractor on a Death Row Games project for Snoop Dogg. Working on MetaHumans and environment building.



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Kozani, 50100, Greece

- 01/2023-12/2023 **XR Trainer**
University of Western Macedonia
Establishment and operation of the mobile XR training center, design and implementation of XR training sessions, in the framework of the European co-funded project "Prevention and Response to Composite Transboundary Floods and Forest Fires (SOLVE)".
- 10/2018 - 05/2022 **Virtual Reality Educator**
Center of Creative Activities "Protypo"
Development and implementation of Virtual Reality interventions/programs for children with special needs.
- 07/2018 – 03/2023 **Senior Web Administrator**
University of Western Macedonia
Design, administration and technical support of Institute's web pages, including the main page, faculty, department and postgraduate study programs websites.
- 07/2013 - 11/2015 **Junior IT Support**
Technological Educational Institute of Western Macedonia
Member of the Implementation Team of the program: "Open Academic Courses of the TEI and the Higher Ecclesiastical Academy of Thessaloniki". Information, awareness, technical and academic staff training, development of Open Digital Courses, and support of the institutional platform of digital courses.
- 07/2011 - 10/2015 **Junior IT Manager**
Technological Educational Institute of Western Macedonia
Administrator of the Quality Assurance Unit's Information System, of the Technological Educational Institute of Western Macedonia.

EDUCATION & CERTIFICATIONS

2023

Unreal Connectors: Real-Time 3D and Virtual Production by Epic Games, certified by the CG Spectrum Institute as an UE Authorized Training Partner. A comprehensive program that covers Real-Time production through the fundamentals of immersive storytelling in Unreal. The curriculum includes a focus on Workflows, Optimization, Lighting, Animation, Remote Mocap and Sequence construction.

From 2020

Ph.D. candidate at the University of Western Macedonia. Dissertation title: "*Artificial Intelligence and Immersive Technologies as evaluation tools: Use of AI and Extended Reality applications in real-time and evaluation of their effectiveness compared to conventional training methods.*"



2013

Graduated from the Master Program of the Department of Applied Informatics of the University of Macedonia, with specialization in Computer Systems.

2011

Graduated from the Department of Information Technology and Telecommunications, of the Technological Educational Institute of Larisa.

LANGUAGES

Greek

Native language

English

Full Proficiency, C2 level

Degrees: "Certificate of Proficiency in English", University of Michigan and "First Certificate in English", University of Cambridge.

French

Basic knowledge

A1 level.

SKILLS

- Experience in using Unreal Engine, and version control systems (Perforce, SVN)
- Excellent knowledge of Microsoft Windows, MS Office, MacOS
- Experience in using state-of-the-art hardware like VR cameras, biometric/mocap suits, FPV drones, XR glasses, etc
- Excellent knowledge in using commercial graphic design software
- Photo, video and audio editing using Adobe Suite, Final Cut, Luminar, etc

PERSONAL INTERESTS

- Working out
- Animal lover
- Traveling
- Cinema/movies
- Sports
- Gadgets, technology
- Photography
- Reading

MEETINGS/SEMINARS

04/12/2019

Speaker at the 1st Symposium for Research of the University of Western Macedonia in Greece. I presented a research program funded by the University's Special Account of Research Funds, regarding the implementation of Virtual Education in undergraduates of the University.

REFERENCES

Available on request.

