
CURRICULUM VITÆ– ELENI-MARIA STEA

Contact Details

Name: Eleni-Maria Stea
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Portfolio

Blog: <https://eleni.mutantstargoat.com/hikiko>
Projects: <http://eleni.mutantstargoat.com/portfolio/prj.html>
Youtube: <https://youtube.com/user/hikik00>
Github: <http://github.com/hikiko>
Freedesktop Gitlab: <https://gitlab.freedesktop.org/hikiko>

Education

MSc in Computer Graphics, Vision and Imaging
University College London, September 2010

BSc in Computer Science
Aristotle University of Thessaloniki, June 2008

Professional Experience

Senior Software Engineer at Surgical Science (December 2021 - currently)
Computer Graphics for the HelpMeSee project: a 3D renderer used in eye surgery simulators that can recreate the environment of real ophthalmic surgeries. Used: *C++, OpenGL*

Senior Software Engineer at Igalia (June 2017 - August 2021)
Computer Graphics and Systems programming. Contributions to various Mesa3D drivers (OpenGL and Vulkan implementations). Contributions to driver testing tools (Piglit, VK-GL-CTS). Contributions to WebKit (a web browser engine). Used: *C, C++, OpenGL, Vulkan, GLSL, SPIR-V*
More: <https://eleni.mutantstargoat.com/portfolio/prj/igalia.html>

Software Engineer at Canonical Ltd (September 2012 - April 2017)
Contributions to Nux (the 3D graphics subsystem of the Ubuntu desktop), Compiz (the compositor of the Ubuntu desktop), Unity (the Ubuntu desktop environment), some Ubuntu desktop applications and Mir (a window system). Sole developer of Compiz during the final 2 years. Used: *C, C++, OpenGL, Xlib, EGL, Gtk, Qt, GLSL, ARB assembly*
More: <https://eleni.mutantstargoat.com/portfolio/prj/ubuntu.html>

Research assistant at the Information Technologies Institute (Thessaloniki, 01/04-01/06/2012)
Sole developer of the Adapt4EEE Project, implementation of head detection on kinect depth frames. Used: *C++, OpenGL, OpenCV, GLSL, Qt*
More: <http://eleni.mutantstargoat.com/portfolio/prj.html#adapt4eee>

IT consulting, and contributions to various academic projects for the SwEng Team of the Aristotle University (Thessaloniki, 2008-2010, 2012, 2014)

Periodical contributions and technical support to various research projects of the software engineering team of AUTH:

- 2014, MA (ma.ellak.gr): Tools for a coding summer school.
- 2012, Adaptive Components: IT support, provision of technical infrastructure.
- 2009, FLOSSMetrics: Development of benchmarking tools.
- 2008, FLOSSCom: Research on FOSS communities as learning environments.

Used: *C++*, *OpenGL*, *Perl*, *Bash*, *PHP*, *SQL*, *Unix tools*

European Space Agency Summer of Code in Space (2011):

Project: Stellarium. GLSL Shaders and multitexturing support, implementation of shading algorithms (bump mapping, procedural clouds) to improve the planet rendering. Used: *C++*, *OpenGL*, *GLSL*, *Qt*

More: <https://eleni.mutantstargoat.com/hikiko/category/stellarium/>

Part-time Java developer for Foodtec Solutions (Thessaloniki, 01/02/2011-31/03/2011)

Contributions and bug fixes to an extended POS system. Used: *Java*, *Javascript*, *SQL*, *web technologies*

Programmer/Web developer for Arx.Net (Thessaloniki, 10/2008-03/2009)

Contributions to mobile applications, content management systems, web and wap pages. Used: *Perl*, *Javascript*, *web technologies*, *SQL*

Other work experience

Teacher of informatics (school year 2010-2011)

Private tutor on mathematics, physics and informatics (2002-2008)

Market Researcher for Contacta Communications (2002-2004)

Languages

English	Certificate of Proficiency in English, University of Michigan
French	Diplôme d' études françaises 2 ^e degré, Université de Sorbonne
Greek	Native speaker