
CURRICULUM VITAE – ELENI-MARIA STEA

Contact Details

Name: Eleni-Maria Stea
E-mail: elene.mst@gmail.com
Phone: +30 6973783015

Portfolio

Projects: <http://eleni.mutantstargoat.com/portfolio/prj.html>
Github: <http://github.com/hikiko>
BitBucket: <http://bitbucket.org/eleni-hikiko>
Blog: <https://eleni.mutantstargoat.com/hikiko>
Youtube: <https://goo.gl/LJR1HI>

Skills

C and C++ developer interested in Computer Graphics, Computer Vision and Image Processing as well as Systems Programming.

Programming Skills

Programming Languages: C++, C, GLSL, Perl

Libraries and Tools: OpenGL, OpenCV, Xlib, EGL, SDL, FreeGLUT, Qt, Gtk, ITK, XVR, ARToolkit

General Computer Skills

Operating Systems: Linux, FreeBSD, Mac OS X, Windows

Scripting Languages: Perl, AWK, Bourne Shell, Javascript

Version Control Systems: Mercurial, Bazaar, Git, Perforce, SVN

Education

MSc in Computer Graphics, Vision and Imaging

University College London, September 2010

Thesis: "An OpenCL Interactive Ray Tracer"

BSc in Computer Science

Aristotle University of Thessaloniki, June 2008

Work Experience

Software Engineer at Igalia

June 2017 - now

Computer Graphics and Systems programming.

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 official Ubuntu desktop environment), some Ubuntu desktop applications and Mir (a window system). Sole developer of Compiz for the past 2 years.

Research assistant at the Information Technologies Institute

Thessaloniki, 01/04-01/06/2012

Sole developer of the Adapt4EEE Project, implementation of head tracking on depth frames.

IT consulting, GNU/Linux Systems/Network administration for the SwEng Team of the AUTH University

Thessaloniki, 2008-2010, 2012, 2014

Periodical contributions and technical support to the Software Engineering Team research projects.

Part-time Java developer for Foodtec Solutions

Thessaloniki, 01/02/2011-31/03/2011

Contributions and bug fixes to an extended POS system.

Programmer/Web developer for Arx.Net

Thessaloniki, 10/2008-03/2009

Contributions to mobile applications, content management systems, WAP sites.

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)

Academic/Summer of Code projects

Adapt4EE Project (2012):

Head detection on kinect depth frames. (*C++*, *OpenGL*, *OpenCV*, *GLSL*, *Qt*)

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

Contribution Project: Stellarium.

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

Software Engineering Team Projects, AUTH University, (2008-2014):

- 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.

Languages

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