

IANNIS (JOHN) BARDAKOS (PHD)

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THEORY - PRACTICE

ART - RESEARCH - EDUCATION

BRIEF INTRODUCTION

Dr. Iannis Bardakos integrates problem-solving, direction, technology, art, and philosophy, drawing from his extensive background in both the academic, commercial, and entrepreneurial sectors. His professional journey spans over three decades with roles as an artist, researcher, producer, coordinator, director, and consultant. The projects in which Dr. Bardakos is involved encompass a broad spectrum of the contemporary media arts field, including complex projects such as digital animation, generative art, virtual and augmented reality, interactive installations, and projects underpinned by generative AI methodologies. Dr. Bardakos's expertise extends across various media implementations, from narrative digital storytelling to abstract form aesthetics and immersive digital installations, to digital film and motion graphics. He speaks English, French, Greek, and Spanish and has lived in Greece, Spain, France, and China. He has founded and directed media art and educational studios in diverse cultural hubs, including Athens, Paris, and Shanghai, such as JAM, THESE, RHO, and Cognitive Nexus. With foundational training in mathematics, computer science, and philosophy, complemented by studies in animation, film, and the arts, Dr. Bardakos has further enriched his academic repertoire with digital media, humanities, cybernetics, and technoetics. His research and teaching endeavors are primarily based in Shanghai, where he delves into the interplay between technology and art aesthetics through a technoetic lens. Dr. Bardakos holds dual Ph.D. degrees from Paris 8 University in Aesthetics, Sciences, and Technologies of the Arts, and from the Athens School of Fine Arts in Theory and History of Art. He co-edits the Technoetic Arts Journal and serves as a member-at-large of the American Society for Cybernetics. Beyond digital interaction, his work spans writing, analogue art creation, art exhibition curation, and the development of educational, experimental, and creative digital media projects across Europe and Asia, with a special focus on technoetic practices.

EDUCATION

PH.D (COTUTELLE) PHILOSOPHY AESTHETIC, SCIENCE AND TECHNOLOGY OF THE IMAGES: PARIS 8 UNIVERSITY (2016-2023)

PH.D. (COTUTELLE) THEORY AND HISTORY OF ART: ATHENS SCHOOL OF FINE ARTS (2016-2023)

M.SC ART AND TECHNOLOGY OF THE IMAGES:: GENERATIVE ART AND PHILOSOPHY: PARIS 8 UNIVERSITY (2014-2015)

M.FA FINE AND APPLIED ARTS::ART, VIRTUAL REALITY AND MULTIUSER SYSTEMS: ATHENS SCHOOL OF FINE ARTS (2013-2014)

T.COLLEGE: DIGITAL ART AND DIGITAL CINEMATOGRAPHY/ANIMATION: AULA THEMATICA MADRID (2003-2004)

T.COLLEGE: ANIMATION/ILLUSTRATION: ORNERAKIS COLLEGE OF APPLIED ARTS (1999-2001)

B.SC: APPLIED AND THEORETICAL MATHEMATICS: UNIVERSITY OF ATHENS (1994-2007)

ART - EDUCATION - DETAILED IDENTITY

Dr. Iannis Bardakos is a specialist in art, media, and technology, an artist, an academic, and a scholar focused on technology, the philosophy of technology, aesthetics, and art-tech hybridization. He self-defines as a hunter-gatherer of forms and non-localities but also as a 'flâneur' in aesthetic and virtual topoi. He is a digital/computational media researcher-practitioner and an aesthetics education specialist exploring phenomenology, cybernetics, and aesthetic experiences within and via emerging technologies. His career spans the theory and practice in the field of AI, Bio Art, VR/AR, Digital/Virtual Cinematography, and the broader technoetic, physical hyper/hybrid, and virtual media domains. Hailing from Athens, Greece, Bardakos has played a central role over the past 30 years in creating and/or operating a variety of research groups, media art, and film studios: JAM (Athens), THESE (Athens), Technoetic Arts Studio (Shanghai), RHO (Paris - Shanghai), 2^6 (Shanghai), and Cognitive Nexus (Shanghai).

His background is as diverse as his teaching, encompassing Mathematics (theoretical and applied), Computer Science, Western Philosophy, Applied Arts, Digital Cinema, Fine Arts, and Philosophy of Technology. His core theoretical research field explores the expansive domain of philosophy of technology, cybernetics, technoetics, and aesthetics, with a focus on how social and individual observer organisms participate in ethical, meaningful art experiences intertwined with virtual, physical, noetic, and artificial modalities.

In addition to his experience in media, Dr. Bardakos has performed in academic and research positions within educational organizations and institutions such as the Ornerakis School of Applied Arts in Athens, the Marangoni Institute in Shanghai, Paris 8 University, the Athens School of Fine Arts, and the Shanghai Institute of Visual Arts (where, besides being a Senior Lecturer, he also acted as the Program Director and Studio Manager at the Technoetic Arts department).

As a consultant and media-tech specialist, he has worked extensively in providing solutions and strategic insights across a diverse range of digital-analogue landscapes. His expertise encompasses the development and implementation of innovative technologies, the optimization of multimedia platforms, and the integration of advanced cybernetic principles to enhance operational efficiencies. With a keen understanding of systemic dynamics, he excels in navigating the complexities of digital ecosystems, ensuring that organizations not only anticipate but also adapt to the evolving demands of the media-tech domain. Through his visionary approach, he has successfully spearheaded projects that bridge the gap between theoretical frameworks and practical applications, delivering tangible outcomes that propel organizations towards their strategic objectives.

As an education professional, his experience is varied and extensive, including roles in program coordination, practical and theoretical teaching, mentoring, workshop direction with techno-artistic

vision conception, exhibition curation, curriculum development, publications, and research.

Currently, Bardakos resides in Shanghai, China, where he operates as a lead researcher in Cognitive Nexus Shanghai working on publications, translation workshops creation, and para-academic development in the field of philosophy, aesthetics, and technology. He also manages his media arts studio in Songjiang and serves as a visiting Adjunct Senior Lecturer at the Shanghai Institute of Visual Arts and the Marangoni Institute. Dr. Bardakos completed his Ph.D. thesis and was awarded the title of Doctor of Philosophy, Aesthetics, Sciences, and Technology of the Arts from Paris 8 University and the title of Doctor of Theory and History of Arts from the Superior School of Fine Arts in Athens.

Dr. Bardakos is one of the lead editors of the Technoetic Arts Journal, a double peer-reviewed academic journal published by Intellect Books in the UK. In this context, he acts as an integral part of its Editorial Organism. Dr. Bardakos is elected as a member-at-large in the American Society for Cybernetics (ASC) and has been teaching Cybernetics and Systemics (Philosophy and Praxis in a digital humanities direction) for the last 7 years. In his scholarly research, Bardakos covers a wide range of topics, from French/Greek Metaphysics, Philosophy of Technology, Ethics, Aesthetics, and Cybernetics to the History/Theory of Art, and the analysis of creative processes - experiences in social, virtual, and physical environments.

Within the arts, Dr. Bardakos has significantly contributed to the success of various hybrid media art and meta-art projects in diverse roles. His media art portfolio is extensive, featuring curated exhibitions, workshop organization, residencies, digital experiences, product creations, a vast animation filmography, and comprehensive communication and consulting. His activities have spanned venues across Europe (Athens, Thessaloniki, Berlin, Paris, Linz, Larnaca, Château de Fey) and extended to China (Beijing, Guangzhou, Shanghai), South Korea (Gwangju), and Japan (Tokyo). Notable events, festivals, and venues of Dr. Bardakos's involvement include Post City at Ars Electronica, Digital Suzhou, INHA in Paris, Château de Fey in France, TheWrong Biennale, NeMe in Larnaca, Feral File, ISEA Asia, Taboo Transgression Transcendence festival, Consciousness Reframed, VR IEEE, and more.

With years of experience in the digital realm, his ability to educate and meta-educate through a vast ecosystem of technological platforms and frameworks renders him versatile and contemporary in the tech field, always ready to confront educational, organizational, and research challenges. As a cybernetician, Dr. Bardakos focuses on the questions and the meta-experience process of developing and participating in technological and aesthetic phenomena as observers and developers. This approach fosters a deep understanding of the meta-operational needs for ideation, meaning-giving, and research-related writing, archiving, and communication.

WORK EXPERIENCE

2023-NOW	2013-2014
FOUNDER ART RESEARCHER: COGNITIVE NEXUS, SHANGHAI	LECTURER ATHENS SCHOOL OF FINE ARTS
2020-2023	2009-2014
FOUNDER-ARTISTIC DIRECTOR: RHO, SHANGHAI	FOUNDER-ARTISTIC DIRECTOR-PRODUCER: THESE, ATHENS
2017-2020	2005-2008
PROGRAM DIRECTOR & STUDIO MANAGER: DEPARTMENT OF TECHNOETIC ARTS - SIVA	FOUNDER-ARTIST / ART DIRECTOR: JAM, ATHENS
2017-ONGOING	2003-2004
SENIOR ADJUNCT LECTURER: DEPARTMENT OF TECHNOETIC ARTS - SIVA, SHANGHAI	ADJUNCT LECTURER ORNERAKIS SCHOOL OF APPLIED ARTS
2014-2016	1997-2004
ADJUNCT LECTURER PARIS 8 UNIVERSITY	FREELANCER-ARTIST / ILLUSTRATOR/ANIMATION DIRECTOR, ATHENS

GENERAL SKILLS

SYSTEMIC CYBERNETIC ANALYSIS: PROFOUND CAPABILITY IN APPLYING SYSTEMIC AND CYBERNETIC FRAMEWORKS TO DECIPHER AND NAVIGATE COMPLEX EVENTS AND CONCEPTUAL LANDSCAPES.

EDUCATIONAL INNOVATION: DEMONSTRATED EXPERTISE IN ADVANCING EDUCATION AND META-EDUCATIONAL FRAMEWORKS, FOSTERING TRANSFORMATIVE LEARNING ENVIRONMENTS.

COMMUNICATION MASTERY: DISTINGUISHED AS AN ELOQUENT COMMUNICATOR AND PRESENTER, ADEPT AT ENGAGING DIVERSE AUDIENCES AND ARTICULATING INTRICATE IDEAS WITH CLARITY.

PROBLEM-SOLVING ACUMEN: SKILLED IN NAVIGATING MULTIFACETED CHALLENGES ACROSS DIGITAL, ANALOG, AND SOCIAL SPECTRA, EMPLOYING STRATEGIC AND CREATIVE SOLUTIONS.

STRATEGIC LEADERSHIP: EXPERIENCED IN ORCHESTRATING PIPELINES AND STRATEGIES, EXCELLING IN ROLES AS A SEASONED MANAGER AND PRODUCER, DRIVING PROJECTS FROM CONCEPTION TO FRUITION.

MEDIA/ARTISTIC VERSATILITY: EXTENSIVE PROWESS IN AUDIO-VISUAL ARTS, CURATION, INTERACTIVE EXPERIENCES, AND NARRATIVE INSTALLATIONS, UNDERPINNED BY PROFICIENCY IN CODING, 2D/3D DESIGN, AND IMMERSIVE MODALITIES.

ACADEMIC MENTORSHIP: ADVANCED IN ACADEMIC TUTORING WITH A SPECIALIZATION IN WRITING, ART AND RESEARCH, NURTURING CRITICAL THINKING AND INNOVATIVE INQUIRY AMONG SCHOLARS.

MEDIA & DIGITAL LITERACY: COMPREHENSIVE UNDERSTANDING OF CONTEMPORARY MEDIA THEORIES AND PRACTICES, ADEPT IN LEVERAGING AI, VR, AR, AND WEB3 TECHNOLOGIES TO FOSTER CUTTING-EDGE CREATIONS.

LINGUISTIC PROFICIENCY: FLUENT IN GREEK, ENGLISH, AND FRENCH, WITH COMPETENT COMMAND OF SPANISH AND FOUNDATIONAL KNOWLEDGE IN CHINESE, FACILITATING CROSS-CULTURAL COMMUNICATION AND COLLABORATION.

PUBLICATIONS (ARTICLES/IN-PROCEEDINGS/BOOKS/ART-DEMOS)

Santorineos, M., Zoi, S., Dimitriadi, N., Bardakos, I., Velaora, M., et al. (2014). From the Monologue of Mass Media to the Dialogue of New Media in the Information Society: The Interactive Narrative of Digital Games as a Case Study of Crisis. In: Proceedings of the Digital Storytelling in Times of Crisis Conference (DST2014), May 2014, Athens, Greece. Available at: <https://dst.ntlab.gr/2014/>

Santorineos, M., Bardakos, I., Velaora, M., et al. (2015). Epilogi in crisis. A Collaborative Virtual Reality Project. In 2015 IEEE Virtual Reality (VR) (pp. 329-330). IEEE. <https://ieeexplore.ieee.org/document/7223440>

Bardakos, I. (2015). Self-Reference as a Generator of Aesthetic Experiences. Paris: λ-Recursive Press.

Bardakos, I., Diamantopoulos, T., Dimitriadi, N., Santorinaios, M., & Zoi, S. (2015), From Complex Arts to Hypermedia and New Virtual-Potential Spaces: A Handbook for the Artist Engaged in Digital Art. [Undergraduate textbook]. Kallipos, Open Academic Editions. Chapter 12. Available at: <https://hdl.handle.net/11419/6072>

Younes, E., Bardakos, J., & Lioret, A. (2016). Eye tracking for understanding the aesthetic of ambiguity. In Proceedings of the 2016 Virtual Reality International Conference (VRIC) (Article No. 9). ACM.

Bardakos, I. and Lioret, A., 2016. The search for the aesthetic representation of a mathematical text with digital tools. In: 2nd Scientific Conference of the School of Art Studies, T.E.I. of Athens: Aesthetics in the New Digital Reality, 27-28 May 2016, Aerophylakio 1- Amphitheater, Technopolis City of Athens. Available at: http://www.teiath.gr/userfiles/sgtks_web_admin/documents/2015_16/Abstracts_and_program-Congress2016.pdf

Lioret, A., Tricaud, M., & Bardakos, I. (2017). Fractal Artificial Life: Looking for Creativity at the Edge of Chaos [Poster presentation]. 14th European Conference on Artificial Life (ECAL 2017), Lyon, France.

Bardakos, I., & Lioret, A. (2017). The aesthetics of mathematical anathemas: The division by zero. In Proceedings of the TABOO - TRANSGRESSION - TRANSCENDENCE in Art & Science Conference (TTT2017) (pp. 1-10). Ionian University. <https://ionio.gr/download.php?f=00001-00999/IU-pf-00906-86106-en.pdf>

Bardakos, I., & Lioret, A. (2019). Diagrammes et abstractions mathématiques pour une poésie visuelle. Revue ATI-INREV, 5. https://inrev.univ-paris8.fr/revue/Revue_ATI_INREV_num5.pdf

Bardakos, I., Younes, E. & Lioret, A. (2019). Digital interaction as an opening space for aesthetics of

consciousness. Technoetic Arts, 17(1), 5-16. https://doi.org/10.1386/tear.15.3.231_1

Bardakos, I. and Lioret, A., 2019. The Poetry of Categories and Computation: On a Mathematical Bridging of Computational Aesthetic Generators. In: 21st International Consciousness Reframed Conference - 2019, 6-8 June, Escola das Artes, Rua de Diogo Botelho, 1327, Porto, Portugal.

Bardakos, I., Zepka, E. and King, M.L., 2019. Rational Games for Biological Spaces. In: ISEA2019: 25th International Symposium on Electronic Art. Available at <https://isea-archives.siggraph.org/presentation/rational-games-for-biological-spaces-panel-introduction>

Bardakos, I. (2020). Ateleological Arrows and Bubbles. In Cybernetics and Human Knowing: A Journal of Second Order Cybernetics, Autopoiesis & Cybersemiotics. [Featured Artist].

Bardakos, I., Sourgiadaki, E., & Lioret, A. (2021). Deconstructing the isolated astronaut-artist paradigm. Technoetic Arts, 19(1), 171-184. https://doi.org/10.1386/tear_00061_1

Bardakos, I., Honorato, D., Jacques, C., Westermann, C., & De Filippi, P. (2021). On modes of participation. Technoetic Arts: A Journal of Speculative Research, 19(3), 221-225. https://doi.org/10.1386/tear_00064_2

Bardakos, I., Honorato, D., Hu, Y., Jacques, C. and Westermann, C., 2022. Technoetic Arts: A Journey of Speculative Research. Institutional Presentation at ISEA2022, Barcelona. Available at: <https://isea-archives.siggraph.org/presentation/technoetic-arts-a-journey-of-speculative-research-presented-by-bardakos-honorato-hu-jacques-and-westermann>

Westermann, C., Bardakos, I., Salvaggio, E., Lombardi, J., & Richards, L. (2023). #NewMacy Studio in Sympoiesis. In Proceedings of Relating Systems Thinking and Design (pp. 329-330).

Bardakos, I., (2023). Mystemics: The Systems Study of Mystical Consciousness in Architectural, Iconic, and Ritualistic Form. In: LASER Talks at Roy Ascott Studio: Technoetic Aesthetics and Psiborgian Incursions, DeTAO, Shanghai Institute of Visual Arts, Available at: <https://leonardo.info/civicism/event/info%3Fid%3D820%26reset%3D1>

Bardakos, I., (2023). A Cybernetic Experience: Aesthetic Metaversial Flaneurs. Places - Spaces - Topoi and Their Liminal Hybridity in Art and Fashion Design. In: 2023 International Symposium on AI Fashion with Metaverse, China National Apparel Technology & Innovation Institute, Hangzhou, China. Hosted by Zhejiang Sci-Tech University. Organised by the International Institute of Fashion Technology and Fashion Design College of Istituto Marangoni, ZSTU and co-organised by China National Apparel Technology & Innovation Institute.

WORKSHOPS-CONFERENCES-MASTER CLASSES

INTRODUCTION TO PREPRODUCTION FOR ANIMATION PROJECTS: ORNERAKIS SCHOOL OF APPLIED ARTS, ATHENS, GREECE **2003-2004**

3D/2D MEDICAL ANIMATION WORKSHOP: JAM STUDIOS, ATHENS, GREECE **2006-2008**

3D TOOLS/ COMPOSITING: PLAY STUDIOS ATHENS, GREECE **2008-2010**

3D TOOLS 3D MOTIONS: ATHENS SCHOOL OF FINE ART, ATHENS, GREECE **2013-2014**

MASTERCLASS AESTHETIC INTERACTION WITH TOUCHDESIGNER : PARIS 8 UNIVERSITY, PARIS FRANCE **2014-2015**

INTRODUCTION TO CYBERNETICS: PARIS MALAQUAIS ARCHITECTURE SCHOOL, PARIS, FRANCE **2016**

GLITCH.REFRAG.PARIS: SELF REFERENCE AND ART LOOPS: PARSONS, PARIS, FRANCE **2016**

DYNAMIC AESTHETIC SYSTEMS I : ATHENS SCHOOL OF FINE ARTS, ATHENS, GREECE **2016**

MASTERCLASS CODING: NOGOZON COLLECTIVE, PARIS, FRANCE **2016-2018**

ART AND GENERATIVITY COLLOQUIUM: INHA PARIS, FRANCE **2016**

SELF-REFERENCE AND ART LOOPS: SHANGHAI INSTITUTE OF VISUAL ARTS, SHANGHAI, CHINA **2016**

DYNAMIC AESTHETIC SYSTEMS II: SHANGHAI INSTITUTE OF VISUAL ARTS, SHANGHAI, CHINA **2017**

SELF-REFERENCE AND ART LOOPS: PEKING UNIVERSITY, BEIJING, CHINA **2018**

DIAGRAMMATIC CITIES: GUANGZHOU ACADEMY OF FINE ARTS, CHINA **2019**

SELF-REFERENCE AND ART LOOPS: CHINESE ACADEMY OF FINE ARTS (CAFA), PEKING **2019**

TOUCH DESIGNER SHANGHAI SUMMIT ARROWS AND VISUAL LANGUAGE: TONGJI UNIVERSITY, SHANGHAI, CHINA **2019**

TOUCHDESIGNER CANADA SUMMIT ARROWS AND AESTHETIC RELATIONS -MONTERAL, CANADA, AUGUST **2019**

ISEA 2019 PANEL RATIONAL GAMES FOR BIOLOGICAL SPACES, GWANJU SOUTH KOREA **2019**

TECHNO-CYBERNETICS SESSIONS: CHATEAU DE FEY **2021-2022**

CYBERNETIC PICNIC @RSD11 : OCTOBER **2021**

CYBERNETIC PICNIC COP 2021 : NOVEMBER **2021** (ONLINE)

ISEA 2022 INSTITUTIONAL PRESENTATION TECHNOETIC ARTS JOURNAL **2022** (ONLINE)

CYBERNETIC PICNIC @RSD12 : OCTOBER **2022** (ONLINE)

STUDIO IN SYMPOIESIS @RSD12 : OCTOBER **2023** (ONLINE)

TOUCHDESIGNER AESTHETICS: MAISON DE LA RECHERCHE PARIS 8 UNIVERSITY, PARIS FRANCE FEBRUARY **2023**

INTRODUCTION TO TECHNOETIC ARTS: SHANGHAI INSTITUTE OF VISUAL ARTS, SHANGHAI, CHINA, MARCH-MAY **2023**

LASER TALK AT TECHNOETIC ARTS DEPARTMENT DETA & SHANGHAI INSTITUTE OF VISUAL ARTS JULY, SHANGHAI, CHINA **2023**

ISTITUTO MARANGONI, AI, 3D, 2D DIGITAL AESTHETICS AND SOLUTINS USING ADVANCED TECHNIQUES AND STYLES JULY, SHANGHAI, CHINA **2023**

ART VS AI: SYMPOSIUM : ATHENS SCHOOL OF FINE ARTS / ATHENS, GREECE, NOVEMBER **2023**

ART VS AI: WORKSHOP: ATHENS SCHOOL OF FINE ARTS / HYDRA ANNEX NOVEMBER **2023**

BPS CONFERENCE: TONGJI AND DSI: NOVEMBER **2023**

ART, AI AND THE METAVERSE: SHANGHAI INSTITUTE OF VISUAL ARTS ARTS DECEMBER **2023**

PLACES SPACES TOPOI IN ART AND AI: HANGHZOU CHINA DECEMBER **2023**

SHIFTING COSMOLOGIES: PRESENTATION DUKE - KUNSHANG UNIVERSITY, KUNSHAN CHINA DECEMBER **2023**

DETAILED WORK EXPERIENCE AND SKILLS ACQUIRED:

PROGRAM DIRECTOR & SENIOR LECTURER & STUDIO MANAGER: DEPARTMENT OF TECHNOETIC ARTS - SIVA, SHANGHAI – 2017-2020	Proficiency as an Motion Graphics Producer and Supervisor	Editing and Publishing and Print
Curriculum development and organisation over a four-year period	Experience working in a dynamic startup environment like ChefClub TV in Paris, France	Expertise in medical and scientific illustration and animation
Planning and execution of research and outreach activities, including curation, communication, and lectures	Strong visual design skills / illustration and aesthetic flexibility	Capable of merging artistic skills with scientific concepts for effective communication
Supervision of art and research initiatives	Proficiency with animation software and tools	Ability to adapt artistic style to various mediums and audiences
Management of departmental budgets	Ability to work independently and manage client relationships	EXPERIENCE-SKILLS VIA LECTURES / EDUCATION
Oversight of both full-time and part-time staff	Familiarity with current trends and best practices in new media	Proficiency in teaching techniques and methods of digital pre-production for animation projects.
Delivery and organisation of external lectures and workshops	Ability to provide effective consultation on new media strategies and implementation	Skilled in conveying a combination of theoretical knowledge and practical skills to students.
Course design and syllabus creation for theoretical and practical subjects including Creative Coding, Digital meta-literacy, Cybernetics, Aesthetics and New Media, and Interaction in Space/Virtual-Physical	Excellent project management and organizational skills	Experience in designing courses and planning syllabuses for digital animation.
Supervision and guidance of physical, digital, and bio-art projects and research	Ability to supervise and coordinate (2d/3d/mixed) animation projects effectively	Expertise in utilizing a diverse range of teaching methods to enhance student learning.
Ability to handle and mentor a large student body (up to 120 students)	FOUNDER-ARTISTIC DIRECTOR PRODUCER: THESE, ATHENS – 2008-2014	Experienced in conducting cross-disciplinary educational seminars for engineers artists and designers.
Experience working with esteemed institutions such as the Paris 8 department of EDESTA, the Athens School of Fine Arts, Shanghai Institute of Visual Arts & DeTao Masters Academy and Roy Ascott Technoetic Arts Studio.	Experienced producer of animated short films, motion graphics, and animation projects for commercial use	Proficient in teaching advanced digital methods for creation ideation and production.
FOUNDER-ARTISTIC DIRECTOR PRODUCER: RHO, SHANGHAI – 2020-2023	Proficient in collaborating with a variety of freelancers and in-house teams	Expert knowledge of the comprehensive ecosystem of AI tools and 2D and 3D software.
Project management skills	Ability to produce content for diverse media outlets, including TV, web, cinema, and games	Proficiency in employing practical examples and hands-on methods during seminars for comprehensive learning.
Experience in narrative direction	Skilled in participating and contributing significantly to the design phase of projects including pre-production, animatics, storyboarding, character design, and aesthetic mood	Ability to foster a supportive and motivating learning environment for freelancers.
Expertise in technology consulting	Expertise in providing clean and viable pipeline solutions for each project	Experience in offering seminars on the Art of Digital Compositing with Adobe After Effects for freelance artists.
Strong communication abilities	Capable of proposing ideas and solutions for the aesthetic look and feel of projects	Expertise in teaching animation techniques and an introduction to 3D graphics and animation at Athens School of Fine Arts Franco Hellenic Master Program Art & VR.
Proficiency in sales	Proven ability in engaging in sales discussions and product evolution with clients	Experience in guiding Master students between Technology and Aesthetics (Using nodal tools /TouchDesigner)
Artistic direction experience	Ability to augment production quality and speed	Proficient in introducing creative programming with Processing and Wolfram Language at Nogozon: Scope, Paris, France.
Leadership in directing projects	Competent in training and mentoring interns.	Skilled in providing introduction to 3D graphics tools with Blender and deriving inspiration from analog means at Nogozon: Scope, Paris, France.
Expertise in animation supervision	FOUNDER-ARTIST / ART DIRECTOR: JAM, ATHENS – 2005-2008	Skilled in organizing delivering a range of lectures workshops and seminars.
FREELANCER-DESIGNER-NEW MEDIA CONSULTING DIGITAL CONTENT SUPERVISOR, ATHENS - PARIS – 2014-2017	Proficiency in animation, illustration, for print and preproduction	Proficient in presenting at various global events and institutions.
Extensive experience in brief analysis , and client presentations.	Skilled in motion graphics and visual effects design for Avertisement and Narrative	
Expertise in New Media Consulting -Video, AR/MR/XR/VR, Web Apps, Interaction/Immersion	Experience in character design for TV commercials, short films, and commercial web video games	

FILMOGRPAHY

EXHIBITIONS

2000–2001	1999
- "Little Red-Riding Hood" (Short Film) / (ORNERAKIS SCHOOL OF APPLIED ARTS)	- Group Exhibition at the Annual Comics Festival of VAVEL (with MM team) - "Third Planet Museum of Civilization"
- Roles: Storyboards, Concept Art, Character Designs, Animation Layouts, Ink & Paint	2000
2001–2002	- Group Exhibition at the Annual Comics Festival of VAVEL (with MM team) - "Hell and Heaven in Comics"
- "8 Crazy Nights" (Timelapse Pictures for Sony Entertainment) - Role: Assisting Animation	2001
	- Group Exhibition at the Annual Comics Festival of VAVEL (with MM team) - "The 5th Dalton"
2003–2004	- Group Exhibition at the Annual Comics Festival of VAVEL (with MM team) - "I Need a Hero" Athens/Thessaloniki
- "Rugrats Go Wild" (Timelapse Pictures for Paramount Pictures/Clasky Csupo)	- Group Exhibition at Booze (Grandfather is Dead)
- Roles: Layout Artist, Character Posing, Background Cleanup Artist	- Group Comics Exhibition at Astrolavos Gallery (Kites) (as MM)
- "Creating Knowledge" (Documentary by Director Michalis Sifakis/FidoAnimus Productions, I.T.E. Foundation)	- Group Comics Exhibition at Dexameni Gallery (Little Prince) (as MM)
- Role: Motion Graphics	2006
- "Jester Till" (Timelapse Pictures for Munich Animation)	- Group Exhibition at the Annual Comics' Festival of VAVEL (as JAM)
- Role: Assisting Animation	2008
- "Mycology I" (Timelapse Pictures)	- Synch 2008 (Co-Direction and Production for the Video Clip "Lazy Lovers" Music by Nikos Vittis) (as Fidoanimus)
- Roles: Concept Design, Story Development	- Group Exhibition at the Byzantine Museum of Athens - "Unbuilt/Horror Vacui" (as Fidoanimus)
2005–2006	- Character Synthesis Totem/John Bardakos (Athens Digital Week)
- "Freud and the Fish" (Short Film) / Aula Tematica	2009
- Role: Preproduction (Storyboards, Concept Art, Rough Layouts)	- Design Walk 2009 (Playstudios "LOOP"/John Bardakos "Animation—KURT and the UTM-)
- 3D Modeling and Texturing/3D Animatic and Layouts	- Character Synthesis II (as These) (Athens Digital Week)
2006–2007	2012
- "Deciphering the Viral World" (The Documentary) / (Limelight Production/Vizier Project) - Role: Scientific 3D Visualization	- Athens International Comics Festival 2012 as the "Tautologist" (Group Exhibition with socomic.gr)
- "The Fountain of Youth" (Short Film) / (Timelapse Pictures/Greek Film Center) - Roles: Modeling, Design, Layouts	2013
2008–2009	- Group Exhibition for the "Athens Bike Art Festival 2013" at Camp/Athens
- "Deciphering the Viral World" (The DVD Series) / (Limelight Productions/Vizier Project)	2014
- Roles: Production Management, 3D Animation, and Pipeline Coordination	- Virtual Reality Exhibition for the Conference "Digital Storytelling in Times of Crisis" with the Artwork "Επιλογή in Crisis" produced with the Franco-Hellenic Master Course team (Art, VR, and Multiuser Systems of Artistic Expression)
2008–2010	- Group Exhibition for the "Athens Bike Art Festival 2014" at Camp/Athens

- "12410+1 Roses" (Short Film) / (Jordan Ananiadis, Cells Unlimited, and Greek Film Center)	- Virtual Reality Exhibition for the VR Artwork "Επιλογή in Crisis" produced with the Franco-Hellenic Master Course team (Art, VR, and Multiuser Systems of Artistic Expression) during the Digital Storytelling in Times of Crisis Conference (Miden Festival, Kalamata, Greece)
- Roles: Digital Production and Supervising for Digital Data Management, Background/Layouts Coloring, Animation Layouts, Ink & Paint	- MFA Art, Virtual Reality, and Multiuser Systems of Artistic Expression Portes Ouvertes 2014 Group Exhibition (Athens School of Fine Arts/Athens)
2012	2015
- "My Face" (Short Film) / (John Bardakos, Stavros Dilios, These)	- Virtual Reality Exhibition for the Conference "Arles IEEE VR 2015" with the Research Demo: "Επιλογή in Crisis" produced with the Franco-Hellenic Master Course team (Art, VR, and Multiuser Systems of Artistic Expression)
- Role: Storyboards	- Interactive Installation "Dialogue" in the Context of the CIVD Festival in Paris 8
2013	- Presentation of Personal Project "Ouroboros Self-Reference VR Apparatus" and Personal Glitch Self-Referential Feedback Imagery in the Festival glitch.refrag.paris at Parson's School Paris
- "Hyparxis Logos" (Short Film) / (John Bardakos/ These)	- Part of "The Wrong" in the Homeostasis Lab for the Digital Biennale
- Roles: Concept, Script, Storyboard	2016
2013-2018	- OUTIN Collective Exhibition (Jour et Nuit Culture, Paris, Place St. Michel) - Painting, Digital Drawings, Interactive Installations
- "CHAIRS" (Short Film) / (Jordan Ananiadis, Cells Unlimited, John Bardakos, ERT)	- OUTIN "Mathematical Narrations" - Painting and Digital Artwork Exhibition in the Context of the CIVD Festival Paris 8 University
- Roles: Digital Production and Supervising for Digital Data Management, Background/Layouts Coloring, Animation Layers, Ink & Paint	- Exposing Digital Artwork in the Kiosk of Democracy (2016)
	- Kinono Art Gathering 2016 (Digital Art Exhibition in the Gallery Exposing the "Επιλογή in Crisis" VR Art Installation)
	- ENTER THE GAME (Digital Art Exhibition with Art, Virtual Reality, and Interactive Technologies in Thessaloniki HELEXPO International Exhibition 2016)
	2017
	- Group Exhibition "Ambiguous Bodies" - NeMe Limassol, Cyprus
	- Group Exhibition "Ambiguous Bodies" - Contemporary Art Center of Thessaloniki, Greece
	- Part of the Phi Pavilion in "The Wrong" Digital Biennale
	2018
	-Ars Electronica Linz (Post City Venue) "OBJECT" (curation)
	-Digital Suzhou "Technoetic Entanglements" (curation)
	2019
	-Ars Electronica Linz (Post City Venue) "Technoetic Pharmakon" (curation)
	-Digital Suzhou "Uncertainties" (curation)
	2022
	Ecotone @Feral File
	2023
	EKT Shanghai, 2^6 Studio
	Cadillac Shanghai Music Hall
	Curation and Participation in the Unrestricted Pavilion in "The Wrong" Digital Biennale