
IANNIS (JOHN) BARDAKOS

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PROFILE

ARTIST - ACADEMIC - TECHNOETIC ALCHEMIST IN A NON-LINEAR OSCILLATION BETWEEN ATHENS, PARIS AND SHANGHAI

John "Iannis" Bardakos is an accomplished artist, scholar, and art director specialising in digital and media projects. Originally from Athens, Greece, Bardakos has been a key player in the establishment and operation of three media studios - JAM, THESE, and RHO. In addition to his industry work, Bardakos has served in academic and research positions at Paris 8, ASFA, and the Shanghai Institute of Visual Arts.

As an educational professional, he has had extensive experience coordinating the undergraduate department of Technoetic Arts (program coordinator), and he also holds a co-editorship for the Technoetic Arts Journal, where he serves as a member of the Editorial Organism.

Bardakos has played a significant role in various capacities - including coordination, conception, artistic vision, curriculum development, and research - contributing to the success of a wide range of hybrid media projects. His portfolio includes curated exhibitions, digital experiences, products, animated films, and communication content.

Educationally, Bardakos boasts a broad background encompassing Mathematics, Theoretical and Applied Computer Science, Applied Arts, Digital Cinema, Fine Arts, and the Philosophy and Aesthetics of Technological Media. His expansive knowledge base and diverse skill set have been instrumental in his professional and academic achievements.

Currently he is in Shanghai, China working in his art studio and doing education and research as a Senior Lecturer in the Shanghai Institute of Visual Arts. He is currently completing his PhD thesis between the Paris 8 University and the School of Fine Arts in the domain of art/aesthetics/mathematics the artificial and the noetic.

[LINKEDTREE](#)

WWW.JOHNBARDAKOS.COM

[RHO STUDIO SHANGHAI](#)

PROFILE

Mr. Bardakos has a robust understanding of both the practical and theoretical aspects of digital media, including design, digital experiences, products, and the evolving fields of new media and interactive art. His educational background combines studies in mathematics, digital media/art/narrative, philosophy, and aesthetics, which he seamlessly merges with both traditional and digital methodologies. This multifaceted approach underpins his strategic leadership in all three studios and fuels continual exploration and evolution in his artistic and academic work.

His experience extends to sales, where he has demonstrated an aptitude for communicating and delivering abstract and technically complex artistic education and curatorial projects. This ability has proven invaluable in bridging the divide between complex concepts and their practical applications for all systems of reception.

EXPERIENCE :

PROGRAM DIRECTOR & SENIOR LECTURER & STUDIO MANAGER: DEPARTMENT
OF TECHNOETIC ARTS - SIVA, SHANGHAI – 2017-2020

- Curriculum development and organization over a four-year period
- Planning and execution of research and outreach activities, including curation, communication, and lectures
- Supervision of art and research initiatives
- Management of departmental budgets
- Oversight of both full-time and part-time staff
- Delivery of external lectures and workshops
- Course design and syllabus creation for theoretical and practical subjects including Cybernetics, Aesthetics and New Media, and Interaction in Space/Virtual-Physical
- Supervision and guidance of physical, digital, and bio-art projects and research
- Ability to handle and mentor a large student body (up to 120 students)
- Experience working with esteemed institutions such as the Shanghai Institute of Visual Arts & DeTao Masters Academy and Roy Ascott Technoetic Arts Studio.

FOUNDER-ARTISTIC DIRECTOR: RHO, SHANGHAI – 2020-2023

- Project management skills
- Experience in narrative direction
- Expertise in technology consulting
- Strong communication abilities
- Proficiency in sales
- Artistic direction experience
- Leadership in directing projects
- Expertise in animation supervision

FREELANCER-DESIGNER-NEW MEDIA CONSULTING DIGITAL CONTENT
SUPERVISOR, ATHENS - PARIS – 2014-2017

- Extensive experience as a Freelance Artist and Designer
- Expertise in New Media Consulting -Video, AR/MR/XR/VR, Web Apps, Interaction/Immersion
- Proficiency as an Motion Graphics Producer and Supervisor
- Experience working in a dynamic startup environment like Chefclub TV in Paris, France

- Strong visual design skills / illustration and aesthetic flexibility
- Proficiency with animation software and tools
- Ability to work independently and manage client relationships
- Familiarity with current trends and best practices in new media
- Ability to provide effective consultation on new media strategies and implementation
- Excellent project management and organizational skills
- Ability to supervise and coordinate (2d/3d/mixed) animation projects effectively

FOUNDER-ARTISTIC DIRECTOR: THESE, ATHENS – 2008-2014

- Experienced producer of animated short films, motion graphic, and animation projects for commercial use
- Proficient in collaborating with a variety of freelancers and in-house teams
- Ability to produce content for diverse media outlets, including TV, web, cinema, and games
- Skilled in participating and contributing significantly to the design phase of projects including pre-production, animatics, storyboarding, character design, and aesthetic mood
- Expertise in providing clean and viable pipeline solutions for each project
- Capable of proposing ideas and solutions for the aesthetic look and feel of projects

- Proven ability in engaging in sales discussions and product evolution with clients
- Ability to augment production quality and speed
- Competent in training and mentoring interns.

FOUNDER-ARTISTIC DIRECTOR: JAM, ATHENS – 2005-2008

- Proficiency in animation, illustration, and comics creation
- Skilled in motion graphics and visual effects design
- Experience in character design for TV commercials, short films, and commercial web video games
- Co-editor and artist for the comics magazine "HEHE"
- Expertise in medical and scientific illustration and animation
- Capable of merging artistic skills with scientific concepts for effective communication
- Ability to adapt artistic style to various mediums and audiences

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TUTORING-TEACHING-MASTER CLASSES

PREPRODUCTION: ORNERAKIS SCHOOL OF APPLIED ARTS, ATHENS. 2004-2005

3D/2D MEDICAL ANIMATION : JAM STUDIOS 2006-2008

3D TOOLS/ COMPOSITING: PLAY STUDIOS 2008-2010

3D TOOLS 3D MOTIONS: ATHENS SCHOOL OF FINE ARTS 2013-2014

MASTERCLASS TOUCHDESIGNER : PARIS 8 UNIVERSITY 2014-2015

DYNAMIC AESTHETICS :ATHENS SCHOOL OF FINE ARTS 2016

MASTERCLASS CODING: NOGOZON COLLECTIVE 2006-2008

GENERATIVITY: INHA PARIS 2015

SELF-REFERENCE: SHANGHAI INSTITUTE OF VISUAL ARTS 2016

DYNAMIC AESTHETIC SYSTEMS: SHANGHAI INSTITUTE OF VISUAL ARTS 2017

SELF-REFERENCE: PEKING UNIVERSITY 2018

TECHNOETIC CITIES: GUANGHZOU ACADEMY OF FINE ARTS 2019

SELF-REFERENCE: PEKING CHINESE ACADEMY OF FINE ARTS (CAFA) 2019

ARROWS AND VISUAL LANGUAGE: TONGJI UNIVERSITY 2019

PHILOSOPHY OF TECHNOLOGY: PEKING UNIVERSITY 2019

TOUCHDESIGNER -MONTERAL 2019

TECHNOETIC ARTS JOURNAL (ONLINE) 2020-2021

CYBERNETICS: CHATEAU DE FEY 2021-2022

CYBERNETIC PICNIC @RSD : 2021 - 2022

ART AND AI: CHATEAU DE FEY 2021-2022

TOUCHDESIGNER / AESTHETICS: PARIS FRANCE 2023

TECHNOETIC ARTS: SHANGHAI INSTITUTE OF VISUAL ARTS 2023

- Proficiency in teaching techniques and methods of digital pre-production for animation projects.
- Skilled in conveying theoretical knowledge and practical skills to students.
- Experience in designing courses and planning syllabuses for digital animation.
- Expertise in utilizing a diverse range of teaching methods to enhance student learning.
- Capable of providing constructive feedback and guidance to students.
- Experienced in conducting educational seminars for freelance 3D artists.
- Proficient in teaching the basics of 3D modeling and rendering.
- Expert knowledge of the comprehensive ecosystem of 3D software.
- Ability to mentor professionals in the field of 3D art effectively.
- Skilled in simplifying complex 3D modeling concepts for better understanding.
- Proficiency in employing practical examples and hands-on methods during seminars for comprehensive learning.
- Ability to foster a supportive and motivating learning environment for freelancers.
- Experience in offering seminars on the Art of Digital Compositing with Adobe After Effects for freelance artists.
- 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.
- Experience in guiding Master students at Paris 8 University on "Interactive Aesthetics with Derivative's TouchDesigner."
- Proficient in introducing creative programming with Processing and code at Nogozone: Scope, Paris, France.
- Skilled in providing an introduction to 3D graphics with Blender and deriving inspiration from analogue means at Nogozone: Scope, Paris, France.
- Experience in introducing creative programming with Wolfram Mathematica at Nogozone: Scope, Paris, France.
- Skilled in delivering a range of lectures and seminars at the Shanghai Institute of Visual Arts, DeTao Masters Academy, Roy Ascott Technoetic Arts Major.
- Proficient in presenting at various global events and institutions, including ISEA 2019 Gwangju Korea, Ars Electronica 2018 & 2019, Consciousness Reframed 2017 & 2019 Portugal, Athens A Club, Liverpool Laws of Form 50 years Conference, Touch Designer /Shanghai-Montreal, and Peking University.

EDUCATION

UNIVERSITY OF ATHENS DEPARTMENT OF MATHEMATICS – APPLIED AND THEORETICAL MATHEMATICS, 1994-2007

ORNERAKIS SCHOOL OF APPLIED ARTS – APPLIED ARTS AND ANIMATION, 1999-2003

AULA THEMATIC, MADRID, DIGITAL CINEMATOGRAPHY, 2004-2005

ATHENS SCHOOL OF FINE ARTS – MFA ART AND VIRTUAL REALITY 2013-2014

PARIS 8 UNIVERSITY – MFA ART ET TECHNOLOGIE DE L'IMAGE 2014-2015

PARIS 8 AND ATHENS SCHOOL OF FINE ARTS – PHD ART AND PHILOSOPHY OF TECHNOLOGY 2016-2023

SKILLS

John Bardakos is a seasoned professional in the fields of digital media, content, products, art, technology, and visual communication, having worked extensively as an artist, animation director, producer, and educator. With over 25 years of experience, he has acquired skills in digital arts, art project management, curation, experience design, sequential storytelling, art direction, character design and animation, visual effects, motion graphics, and illustration. His expertise extends beyond creation to problem-solving within various art and production contexts. Additionally, his leadership roles have honed his managerial and organizational skills, enabling him to successfully manage, lead, and support team efforts. As a curator and organizer of new media exhibitions, he has showcased adeptness in overseeing comprehensive project and research processes. With a strong background in mathematics, he demonstrates proficiency in handling abstract forms and ideas and seamlessly integrates digital and analog workflows in producing innovative artwork. Mr. Bardakos excels in educational and research contexts as well, delivering theoretical courses in the areas of interactions, narrative, cybernetics, and aesthetics in physical, digital, biological, or hybrid contexts. His artistic and technical literacy spans across multiple languages, media, forms, platforms. He is an avid user of complete ecosystems of software, operating systems, programming languages as well as back-end or front end creative systems.

EXHIBITIONS

John Bardakos has displayed his work in a variety of exhibitions, a journey that commenced in early 1998 with a series of group displays within the Athenian applied low-brow arts scene, including the annual VAVEL comics festival. He has been a consistent contributor to the Athens Digital Week and has exhibited his work during the Synch Festival events and various iterations of the Design Walk.

Bardakos has also had a presence in international exhibitions. These include the Arles IEEE VR, "The Wrong" Digital Biennale, Ars Electronica in Linz, Austria, the NeMe in Cyprus, as well as the FeralFile NFT virtual exhibit spaces among others.

In addition to participating in exhibitions, Bardakos has also a pivotal role in organizing them. He has arranged showcases for Technoetic Arts graduates in Shanghai and Suzhou, as well as curated numerous virtual reality exhibitions. His artistic range is diverse and modern. Bardakos's portfolio extends from representational and contemporary comic installations and digital NFTs, to artwork embracing generative or AI forms.