

# Personal Information

<b>Full name</b>	Aristeidis Panagiotidis Diktampanis
<b>Date of birth</b>	July 4, 1994
<b>Profession</b>	Software Engineer, MSc
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## Short Bio

Aristeidis Panagiotidis Diktampanis is a computer scientist. He earned his Master's Degree in Data and Computer Systems Engineering at the Department of Computer Science and Engineering at University of Ioannina. He holds a Bachelor's in Computer Science from the same department. He is enrolled in the Postgraduate Studies Program offered by the Department of Fine Arts and Art Sciences at University of Ioannina. He has contributed to EU funded cross-border research programs preserving and valorizing cultural heritage. He has collaborated with Onassis Stegi in the framework of Plásmata II exhibition. Currently, he is an associate researcher in the Computer Graphics Research Group of University of Ioannina working on modern rendering techniques. His research appears in national and international conferences.

## Education

<b>02.2023 – 07.2025</b>	<b>MSc Diploma</b> in Data and Computer Systems Engineering, Department of Computer Science and Engineering, School of Engineering, University of Ioannina  Specialization: Advanced Computer Systems Master's Thesis: Relighting Gaussian Splats: An Overview
<b>10.2022 – Present</b>	<b>Postgraduate Studies Program</b> , Department of Fine Arts and Art Sciences, School of Fine Arts, University of Ioannina  Specialization: Fine Arts
<b>09.2021</b>	<b>Bachelor's Degree</b> , Department of Computer Science and Engineering, School of Engineering, University of Ioannina

## Professional Activity

- 10.2024 - Present**      **Title:** Strengthening the Center for Continuing Education and Lifelong Learning (KEDIVIM) of the University of Ioannina
- The project involves the design and implementation of a distance learning e-platform for synchronous and asynchronous learning (e-Learning) to meet the needs of the Center for Continuing Education and Lifelong Learning at the University of Ioannina
- e-Platform access: <https://eclass.kedivim.uoi.gr>
- 03.2022 - Present**      **Software Engineer – Information Technology Research Services (Freelancer – Business Activity Code: 72192904)**
- 03.2021 – 05.2021**      **Internship at the IT company Terracom S.A.**  
<https://www.terracom.gr/>

## Research Work

- 16.07.2025 – Present**      **Role:** Associate Researcher at the Computer Graphics Research Group, part of the «Distributed Management and Processing of Data» Lab, Department of Computer Science & Engineering, University of Ioannina
- <http://www.cgrg.cs.uoi.gr/>
- 03.10.2023 – 03.10.2024**      **Title:** Palimpsest - Post-Alphabetic Interactive Museum using Participatory, Space-Embedded Storytelling
- Funding:** Commissioning of Onassis Stegi within the framework of the EU cross-border programme «2014 – 2020 INTERREG V-A Greece – Italy»
- Partners:** University of Ioannina, School of Fine Arts (lead beneficiary), Region of Epirus, University of Bari, Province of Lecce
- Role:** Maintenance and restoration of the project's digital infrastructure
- View the project's results here: <https://palimpsest.eu/>
- 01.12.2022 – 01.04.2023**      **Title:** Creative@Hubs - Holistic Networking of Creative Industries via Hubs
- Funding:** Commissioning of iNNOS Project and Innovation Consulting Private Company within the framework of the EU cross-border programme «2014 – 2020 INTERREG V-A Greece – Italy»
- Partners:** Region of Western Greece, Region of Epirus, Region of Ionian Islands, Puglia Region
- Role:** IT Services, Design and Development of Web Applications
- View the platform here: <https://creativehubs.gr/>

**18.07.2022 –  
16.12.2022**

**Title:** Creative@Hubs - Holistic Networking of Creative Industries via Hubs

**Funding:** EU cross-border programme «2014 – 2020 INTERREG V-A Greece – Italy»

**Partners:** Region of Western Greece, Region of Epirus, Region of Ionian Islands, Puglia Region

**Role:** Training and utilization of digital tools for the documentation, digitization (3D scanners, photogrammetry, etc.) and at the same time the design and post-production (with 3D modeling, 3D printing, laser cutting, traditional techniques) of cultural heritage objects

## Publications

### Scientific Journals

**2024**

Mantzou P., Bitsikas X., Floros A., Panagiotidis Diktampanis A., Papastavrou I. (2024). «*Enhancing Cultural Heritage through the Integration of Digital Technologies, Arts, and Storytelling*». Special Issue «Information Technologies, Data Management, and Digital Storytelling on Heritage Tours and Trails», Journal of Integrated Information Management.

ISSN: 2623-4629

<https://ejournals.epublishing.ekt.gr/index.php/jiim/issue/view/2097>

### Conference Proceedings

**07.03.2024**

Mantzou P., Bitsikas X., Floros A., Papastavrou I., Panagiotidis Diktampanis A. «*Transforming Cultural Heritage through Digital Technologies and Visual Arts*». 5th Panhellenic Conference on Cultural Heritage Digitization - EuroMed 2023/2024

**11.11.2023**

Mantzou P., Floros A., Panagiotidis Diktampanis A., Symeonidou C. «*Generative AI: Reshaping Architectural Theory and Practice*». Proceedings for the «Architectural Education and Practice: International Challenges and Greece» conference. Organized by the School of Architecture – Technical University of Crete, Center of Mediterranean Architecture

DOI: 10.5281/ZENODO.10624025

<https://www.archconf2023.tuc.gr/>

**30.03 – 01.04.2023**

Mantzou P., Bitsikas X., Floros A., Panagiotidis Diktampanis A. «*Educating Craftspeople on the hybridization of design and manufacturing: the case of Creative@Hubs*». Proceedings for the 1st International Conference «Lifelong Learning and Adult Education in the Age of Uncertainty: Paths for Social Inclusion and Social Cohesion». Organized by the National and Kapodistrian University of Athens

DOI: 10.5281/ZENODO.10624061  
<https://www.erasmus.gr/microsites/1269>

**23 – 24.09.2022**

Mantzou P., Bitsikas X., Floros A., Panagiotidis Diktampanis A. (2022). «*Crafting an Extended Apprenticeship for the Future*». Proceedings for «The art and design of XR» Symposium / ERASMUS XR Multiplier Event. Organized by the National and Kapodistrian University of Athens, Onassis Foundation

DOI: 10.5281/ZENODO.10624103  
<https://www.onassis.org/el/whats-on/symposium-the-art-and-design-of-xr>

**23 – 24.09.2022**

Mantzou P., Bitsikas X., Floros A., Panagiotidis Diktampanis A. (2022). «*XRaying the City's Past*». Proceedings for «The art and design of XR» Symposium / ERASMUS XR Multiplier Event. Organized by the National and Kapodistrian University of Athens, Onassis Foundation, National Gallery - Alexandros Soutsos Museum

DOI: 10.5281/ZENODO.10624091  
<https://www.onassis.org/el/whats-on/symposium-the-art-and-design-of-xr>

## Teaching Experience

**01.07.2024 –  
05.07.2024**  
(30 hours)

Instructor in the Training Program / Summer School «Introduction to Architecture for High School Students» at the Center for Education and Lifelong Learning (K.E.D.I.V.I.M) of the University of Ioannina

Principal Investigator: Polyxeni Mantzou, Professor of the Department of Architecture, University of Ioannina

**03.2024 – 06.2024**  
(96 hours - ECTS: 6)

Teaching assistant at the «VLSI Systems and Computer Architecture» Laboratory of the Department of Computer Science and Engineering, School of Engineering, University of Ioannina

**03.2023 – 06.2023**  
(128 hours - ECTS: 6)

Assistant work was carried out as part of the undergraduate course "Digital Design II," which aims to familiarize students with the design and implementation of digital integrated systems with high performance requirements, using CAD tools and FPGAs

Academic Supervisors:

Vasileios Tenentes, Associate Professor of the Department of Computer Science & Engineering, University of Ioannina

Xrysovalantis Kavousianos, Professor of the Department of Computer Science & Engineering, University of Ioannina

## Language Skills

**Greek**

First language

**English**

Proficient (CEFR level C2) – certified by the University of Michigan (English Language Institute)

# Technical Skills

## Computer Graphics

- D3D11 // Vulkan
- Neural Rendering
- RenderDoc
- Rendering pipeline programming
- Shader development (HLSL)
- Volume Rendering  
(Gaussian Splatting, NeRFs)
- Unreal Engine 4.27 // 5

## Web development

- CSS3
- Django Web Framework
- HTML5
- HTTP Server (Apache // nginx)
- JavaScript
- jQuery
- PHP
- REST API Design
- WordPress (custom themes)

## Database management

- Apache Lucene
- MongoDB
- MySQL (MariaDB // PostgreSQL)
- SQLite

## General purpose programming languages

- C (with OpenMP and MPI)
- C++
- Java
- Kotlin
- Python

## Operating systems

- Android
- Bash // Bourne Shell
- RHEL // CentOS
- Microsoft Windows
- Shell Script
- UNIX // Linux

## General CS Skills

- Docker
- Git // GitHub
- RabbitMQ
- Systems Administration

## Prototyping and IoT

- 3D Printing
- 3D Scanning (Photogrammetry, Laser Scanning)
- Laser Cutting
- Rapid Prototyping (CAD/CAM)
- Raspberry Pi // Arduino

## Digital Media

- Algorithmic Music Composition with SuperCollider
- Augmented Reality (Unity with Vuforia)
- Projection Mapping
- Unreal Engine 4 // 5

## Digital & Graphics Design

- Adobe Illustrator
- Adobe Photoshop
- Adobe XD
- Figma
- LightBurn (Laser cutting)