

Personal Information			
<b>Name</b>	Andreas-Alexandros Vasilakis	<b>City/Date of Birth</b>	Corfu, Greece, 12.10.1983
<b>Phone</b>	+30 6948594978	<b>Military Service</b>	Fulfilled (04.2014 - 03.2015)
<b>Email</b>	<a href="mailto:abasilak@aueb.gr">abasilak@aueb.gr</a>	<b>Website</b>	<a href="http://graphics.cs.aueb.gr/users/abasilak">graphics.cs.aueb.gr/users/abasilak</a>
<b>Current Work Position:</b>			
- Assistant Professor, Athens University of Economics & Business, Dept. of Informatics, Greece.			

Short Overview
<p>Andreas-Alexandros Vasilakis is an <b>Assistant Professor</b> of Computer Graphics at the Department of Informatics of the Athens University of Economics and Business (AUEB) and a member of the AUEB Computer Graphics Group. His research focuses on photorealistic rendering, geometry processing and animation, web and neural rendering, and virtual &amp; augmented reality. He received his B.Sc. in Computer Science (2006, valedictorian), and his M.Sc. (2008) and Ph.D. (2014) degrees from the University of Ioannina. His postgraduate research was supported by doctoral and postdoctoral <b>scholarships</b>. He was a <b>postdoctoral researcher</b> at CERTH (2016-2017) and worked as a <b>senior graphics software</b> engineer at Think Silicon (2017-2018). He was also <b>co-founder and CEO</b> of Phasmatic (2022-2025), an R&amp;D company specializing in visualization &amp; reconstruction with 3D &amp; AI. Since 2020, Prof. Vasilakis has been <b>teaching</b> undergraduate and postgraduate courses in computer graphics, interaction design, XR, and programming. He has participated in over 20 national and European <b>R&amp;D projects</b> as project coordinator and researcher, has co-authored 35 <b>scientific publications</b>. A major part of his research is focused on various techniques and algorithms for geometry processing and interactive rendering of arbitrary mesh animations. His work has been published in high-ranking journals and leading international conferences with peer review offering a strong technical contribution to the field of photorealistic rendering, processing, and visualization of large, animated and complex 3D data. Specifically,</p> <ul style="list-style-type: none"> <li>● <b>Geometry Processing.</b> Within this extensive area, his work mainly covered two significant problems; (i) compression and (ii) segmentation of deformable meshes. The novelty of his research is inspired by the observation that only small deformation variations will normally occur between consecutive poses. By exploiting temporal coherence, his work offers novel approaches to support fast and efficient lossy compression (in terms of PCA and skinning), editing as well as segmentation of high-deformable animations ideally suited for real-time scenarios. Building on this experience, his goal is to further research interactive methods for processing dynamic geometry data generated via scanning operations, content-creation tools, and physical-based simulators.</li> <li>● <b>Interactive Rendering.</b> Capturing multiple fragment samples efficiently on the GPU is a challenging task in terms of time, memory, and robustness. His work studied the multi-fragment rendering problem from various perspectives and alternatives for reducing fragment-contention, avoiding fragment-overflow as well as eliminating z-fighting artifacts. Last but not least, his work was further extended to support interactive global illumination techniques via complete multi-fragment ray tracing solutions as well as computation of order-independent transparency via deep learning techniques. His future research focuses on different aspects of interactive rendering with applications on global illumination and image-based techniques for interior visualization on web &amp; VR/AR platforms while expanding and blending with other domains and mathematical foundations (machine/deep learning) to broaden the computer graphics tools and algorithms.</li> </ul> <p>Finally, he has served on the <b>program committees</b> of international conferences such as SIGGRAPH, Eurographics, GRAPP, and CASA and he is a <b>member</b> of the Eurographics Association, ACM Greek SIGCHI, and Hellenic Informatics Union.</p>

Education	
09.2008 - 01.2014	Dept. of Computer Science & Engineering, The Ioannina University, Greece <b>PhD in Computer Graphics, 10.0</b>
02.2006 - 07.2008	Dept. of Computer Science, The Ioannina University, Greece <b>MSc in Software, 8.92</b>
09.2001 - 02.2006	Dept. of Computer Science, The Ioannina University, Greece <b>BSc in Computer Science, 7.22</b>

Working Experience	
10.2022 - 11.2025	<i>Phasmatic, P.C., Greece</i> <b>Co-founder/Chief Executive Officer</b>
11.2017 - 12.2018	<i>Think Silicon S.A., IT Company, Greece</i> <b>Senior Graphics Software Engineer</b>

Research Experience	
04.2025 - 10.2025	<i>Phasmatic, P.C., Greece</i> <b>Project Coordinator</b>
01.2025 - 10.2025	- <a href="#">Horizon Europe</a> ★ <a href="#">SPIRIT-HOPE</a>
11.2024 - 08.2025	★ <a href="#">INFRA-TECH-ARTEMIS</a>
10.2024 - 10.2025	★ <a href="#">MASTER-DREAMER</a>
06.2024 - 03.2025	★ <a href="#">XR4ED-VERTEX</a> ★ <a href="#">CORTEX2-VISOR</a>
01.2024 - 05.2024	- <a href="#">EUSPA Cassini Challenges</a> ★ <a href="#">SPOTLIGHT</a>
02.2023 - 05.2023	- <a href="#">Horizon 2020</a> ★ <a href="#">REACH-ROSETTA</a>
01.2025 - 06.2025	- <a href="#">Khronos Group</a> ★ <a href="#">Render Fidelity</a> / <a href="#">Sample Assets Websites</a>
03.2023 - 12.2023	★ <a href="#">glTF Compressor</a>
11.2023 - 06.2024	- <a href="#">Samsung Mobile Advance</a> ★ <i>Next Gen Augmented Reality Rendering</i>
12.2022 - 03.2023	<i>Athens University of Economics and Business, Dept. of Informatics, Greece</i> <b>Postdoc Researcher</b>
01.2022 - 08.2022	- <a href="#">Foundation of the Hellenic World</a> ★ <i>VR cluster rendering</i>
04.2022 - 06.2022	★ <i>Research, design, and development on VR applications</i> ★ <i>VR/AR Educational material creation</i>
04.2021 - 09.2021	- <a href="#">Epic Games</a> ★ <a href="#">Rayground</a>
03.2021 - 04.2021	- <a href="#">RC AUEB</a> ★ <i>Original Scientific Publications of Lecturers and Professors</i>
03.2020 - 06.2021	- <a href="#">EABM</a> ★ <i>LumiBricks: Modular Illumination Transfer for Photorealistic Visualization on Commodity Hardware</i>
	- <a href="#">Huawei Technologies</a>

11.2019 - 12.2019	★ <i>Proof-of-concept implementation of coarse shading technologies for the ARM Mali-G76 Bifrost architecture</i>
04.2019 - 10.2019	- <a href="#">AUEB Property Management &amp; Development S.A.</a> ★ <i>Big Data Visualization for Transaction Data</i>
11.2015 - 01.2016	- <a href="#">FP7-ICT</a> ★ <a href="#">PRESIOUS</a>
04.2014 - 10.2015	- <a href="#">APIΣTEIA II</a> ★ <a href="#">GLIDE</a>
10.2017 - 05.2018 06.2018 - 11.2018	<i>Think Silicon S.A., IT Company, Greece</i> <b>Computer Graphics Research &amp; Development</b> - <a href="#">Horizon 2020</a> ★ <a href="#">LPGPU2</a> ★ <a href="#">GPU-WEAR</a>
02.2016 - 06.2017	<i>Information Technologies Institute, Centre for Research &amp; Technology Hellas, Greece</i> <b>Postdoc Researcher</b> ★ <a href="#">FRAILSAFE</a>
09.2022 - 12.2022	<i>The Ioannina University, Dept. of Computer Science &amp; Engineering, Greece</i> <b>Postdoc Researcher</b> ★ <a href="#">Virtualand</a>
09.2010 - 01.2014	<b>Doctoral Researcher</b> ★ <a href="#">Heraclitus II</a>
07.2008 - 08.2008 10.2007 - 12.2007	<b>Researcher</b> ★ <a href="#">AEOLUS: Algorithmic Principles for Building Efficient Overlay Computers</a> ★ <a href="#">Georouting: Placing and Routing in VLSI using Geometric Constraints</a>
03.2012 - 05.2012	<i>University of Cyprus, Dept. of Computer Science, Cyprus</i> <b>Doctoral Researcher</b> ★ <a href="#">Erasmus</a>
02.2009 - 10.2009 12.2007 - 03.2008	<i>The Aegean University, Dept. of Prod. &amp; Systems Design Engineering, Greece</i> <b>Research Associate</b> ★ <a href="#">A New Parametric CAD system for the Reconstruction of Traditional Jewellery</a>

### PhD Thesis

A. A. Vasilakis, *Direct rendering of feature-based skinning deformations*, PhD thesis, University of Ioannina, Greece, January, 2014. DOI: [10.12681/eadd/36973](https://doi.org/10.12681/eadd/36973)

### Book Chapters

B1 N. Vitsas, A. Gkaravelis, A. A. Vasilakis, G. Papaioannou, *WebRays: Ray Tracing on the Web*, Ray Tracing Gems II, ch. 18, 281-299, August, 2021. DOI: [10.1007/978-1-4842-7185-8\\_18](https://doi.org/10.1007/978-1-4842-7185-8_18)

### Journals

J13 G. Tsopouridis, A. A. Vasilakis, I. Fudos, *Deep and Fast Approximate Order Independent Transparency*, Computer Graphics Forum e15071. DOI: [10.1111/cgf.15071](https://doi.org/10.1111/cgf.15071)

J12 G. Tsopouridis, I. Fudos, A. A. Vasilakis, *Deep Hybrid Order-Independent Transparency*, The Visual Computer, Volume 38, 3289-3300, (In Proceedings of CGI 2022). DOI: [10.1007/s00371-022-02562-7](https://doi.org/10.1007/s00371-022-02562-7)

J11	<b>A. A. Vasilakis</b> , G. Papaioannou, N. Vitsas, A. Gkaravelis, <i>Remote Teaching Advanced Rendering Topics using the Rayground Platform</i> , IEEE Computer Graphics & Applications, Volume 41, Issue 5, 99-103, September, 2021. DOI: <a href="https://doi.org/10.1109/MCG.2021.3093734">10.1109/MCG.2021.3093734</a>
J10	I. Evangelou, G. Papaioannou, K. Vardis, <b>A. A. Vasilakis</b> , <i>Fast Radius Search Exploiting Ray Tracing Frameworks</i> , Journal of Computer Graphics Techniques (JCGT), vol. 10, no. 1, 25-48, 2021. URL: <a href="http://jcg.org/published/0010/01/02/">http://jcg.org/published/0010/01/02/</a>
J9	I. Evangelou, G. Papaioannou, K. Vardis, <b>A. A. Vasilakis</b> , <i>Rasterization-based Progressive Photon Mapping</i> , The Visual Computer (Proceedings of CGI 2020), July, 2020. DOI: <a href="https://doi.org/10.1007/s00371-020-01897-3">10.1007/s00371-020-01897-3</a>
J8	<b>A. A. Vasilakis</b> , K. Vardis, G. Papaioannou, <i>A Survey of Multifragment Rendering</i> , Computer Graphics Forum (proc. Eurographics 2020, STAR), 39(2), pages 623-642, May 2020. DOI: <a href="https://doi.org/10.1111/cgf.14019">10.1111/cgf.14019</a>
J7	N. Vitsas, G. Papaioannou, A. Gkaravelis, <b>A. A. Vasilakis</b> , <i>Illumination-Guided Furniture Layout Optimization</i> , Computer Graphics Forum (proc. Eurographics 2020), 39(2), pages 291-301, May, 2020. DOI: <a href="https://doi.org/10.1111/cgf.13930">10.1111/cgf.13930</a>
J6	A. Lalos, <b>A. A. Vasilakis</b> , A. Dimas and K. Moustakas, <i>Adaptive Compression of Animated Meshes by Exploiting Orthogonal Iterations</i> , The Visual Computer (Proceedings of CGI 2017), Vol. 33, Issue 6, pages 811-821, 2017. DOI: <a href="https://doi.org/10.1007/s00371-017-1395-4">10.1007/s00371-017-1395-4</a>
J5	<b>A. A. Vasilakis</b> , G. Papaioannou and I. Fudos, <i>k+-buffer: An efficient, memory-friendly and dynamic k-buffer framework</i> , IEEE Transactions on Visualization and Computer Graphics, vol. 21, no. 6, pages 688-700, June, 2015. DOI: <a href="https://doi.org/10.1109/TVCG.2015.2417581">10.1109/TVCG.2015.2417581</a>
J4	<b>A. A. Vasilakis</b> and I. Fudos, <i>Pose Partitioning for Multi-resolution Segmentation of Arbitrary Mesh Animations</i> , Computer Graphics Forum (Proceedings of Eurographics 2014), vol. 33 no. 2, pages 293-302, April, 2014. DOI: <a href="https://doi.org/10.1111/cgf.12327">10.1111/cgf.12327</a>
J3	<b>A. A. Vasilakis</b> and I. Fudos, <i>Depth-fighting Aware Methods for Multifragment Rendering</i> , IEEE Transactions on Visualization and Computer Graphics, vol. 19, no. 6, pages 967-977, 06/2013. DOI: <a href="https://doi.org/10.1109/TVCG.2012.300">10.1109/TVCG.2012.300</a>
J2	J. Rossignac, I. Fudos, and <b>A. A. Vasilakis</b> . <i>Direct rendering of Boolean combinations of self-trimmed surfaces</i> . Computer-Aided Design 45.2 (2013): 288-300. DOI: <a href="https://doi.org/10.1016/j.cad.2012.10.012">10.1016/j.cad.2012.10.012</a>
J1	<b>A. A. Vasilakis</b> and I. Fudos, <i>GPU Rigid Skinning using a Refined Skeletonization Method</i> , Computer Animation and Virtual Worlds, 22: 27-46, 2011. DOI: <a href="https://doi.org/10.1002/cav.382">10.1002/cav.382</a>

Conferences	
C28	V. Kotsis-Panakakis, I. Evangelou, F. Bistas, A. Gkaravelis, N. Vitsas, <b>A. A. Vasilakis</b> , G. Papaioannou, <i>HOPE: Holographic Optimized Processing Engine</i> , EuroXR 2025, Poster & Demo track, September 03-05, 2025. <a href="https://doi.org/10.32040/2242-122X.2025.T440">10.32040/2242-122X.2025.T440</a>
C27	I. Evangelou, N. Vitsas, A. Gkaravelis, <b>A. A. Vasilakis</b> , <i>VISOR: Virtualization Service for Object Reconstruction</i> , EuroXR 2025, Poster & Demo track, September 03-05, 2025. <a href="https://doi.org/10.32040/2242-122X.2025.T440">10.32040/2242-122X.2025.T440</a>
C26	G. Papaioannou, E. Pertesi, D. Michailidis, <b>A. A. Vasilakis</b> , <i>Corrective Hybrid 3D Digitization</i> , Proc. 52nd Int. Conf. Computer Applications and Quantitative Methods in Archaeology (CAA), 2025.
C15	G. Tsopouridis, <b>A. A. Vasilakis</b> , I. Fudos, <i>Neural Moment Transparency</i> , In Proceedings of the 45th Annual Conference of Eurographics (EG '24), Short Papers, Limassol, Cyprus, April 22-26, 2024. DOI: <a href="https://doi.org/10.2312/egs.20241029">10.2312/egs.20241029</a>
C14	K. Vardis, <b>A. A. Vasilakis</b> and G. Papaioannou, <i>Illumination-driven Light Probe Placement</i> , Eurographics 2021 (Posters), Vienna, Austria, May 3–7, 2021. DOI: <a href="https://doi.org/10.2312/egp.20211026">10.2312/egp.20211026</a>
C13	N. Vitsas, A. Gkaravelis, <b>A. A. Vasilakis</b> , K. Vardis, G. Papaioannou, <i>Rayground: An Online Educational Tool for Ray Tracing</i> , Proc. of Eurographics 2020 - Education Papers, pages 01-08, May 25-29, 2020. DOI: <a href="https://doi.org/10.2312/eged.20201027">10.2312/eged.20201027</a>
C12	<b>A. A. Vasilakis</b> , K. Vardis, G. Papaioannou and K. Moustakas, <i>Variable k-buffer using Importance Maps</i> , In Proceedings of the 38th Annual Conference of Eurographics (EG '17), Short Papers, pages 21-24, Lyon, France, April 24-28, 2017. DOI: <a href="https://doi.org/10.2312/egsh.20171005">10.2312/egsh.20171005</a>

<b>C11</b>	<b>A. A. Vasilakis</b> , I. Fudos and G. Antonopoulos, <i>PPS: Pose-to-Pose Skinning of Animated Meshes</i> , In Proceedings of the 2016 Computer Graphics International Conference (CGI '16), Short Papers, pages 53-56, Heraklion, Crete, Greece, June 28-July 1, 2016. DOI: <a href="https://doi.org/10.1145/2949035.2949049">10.1145/2949035.2949049</a>
<b>C10</b>	K. Vardis, <b>A. A. Vasilakis</b> and G. Papaioannou, <i>DIRT: Deferred Image-based Ray Tracing</i> , In Proceedings of the 8th Conference on High-Performance Graphics (HPG '16), pages 1- 11, Dublin, Ireland, June 20-22, 2016. DOI: <a href="https://doi.org/10.2312/hpg.20161193">10.2312/hpg.20161193</a>
<b>C9</b>	K. Vardis, <b>A. A. Vasilakis</b> and G. Papaioannou, <i>A Multiview and Multilayer Approach for Interactive Ray Tracing</i> , In Proceedings of 20th meeting of the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D '16), pages 171-178, Redmond, WA, USA, February 27-28, 2016. DOI: <a href="https://doi.org/10.1145/2856400.2856401">10.1145/2856400.2856401</a>
<b>C8</b>	<b>A. A. Vasilakis</b> and G. Papaioannou, <i>Improving k-buffer methods via Occupancy Maps</i> , In Proceedings of the 36th Annual Conference of Eurographics (EG '15), Short Papers, pages 69-72, Zurich, Switzerland, May 4-8, 2015. DOI: <a href="https://doi.org/10.2312/egsh.20151017">10.2312/egsh.20151017</a>
<b>C7</b>	<b>A. A. Vasilakis</b> and G. Papaioannou, <i>Accelerating k+-buffer using efficient fragment culling</i> , ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games 2015 (Posters), pages 129-129, San Francisco, California, USA, February 27-March 01, 2015. DOI: <a href="https://doi.org/10.1145/2699276.2721402">10.1145/2699276.2721402</a>
<b>C6</b>	E. Eftaxopoulos, <b>A. A. Vasilakis</b> and I. Fudos, <i>AR-TagBrowse: Annotating and Browsing 3D models on Mobile Devices</i> , Eurographics 2014 (Posters), Strasbourg, France, April 7-11, 2014. DOI: <a href="https://doi.org/10.2312/egp.20141062">10.2312/egp.20141062</a>
<b>C5</b>	<b>A. A. Vasilakis</b> and I. Fudos, <i>k+-buffer: Fragment Synchronized k-buffer</i> , In Proceedings of the 18th meeting of the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D '14), pages 143-150, San Francisco, California, USA, March 14-16, 2014. DOI: <a href="https://doi.org/10.1145/2556700.2556702">10.1145/2556700.2556702</a>
<b>C4</b>	<b>A. A. Vasilakis</b> and I. Fudos, <i>S-buffer: Sparsity-aware Multi-fragment Rendering</i> , In Proceedings of the 33rd Annual Conference of Eurographics (EG '12), Short Papers, pages 101-104, Cagliari, Italy, May 13-18, 2012. DOI: <a href="https://doi.org/10.2312/conf/EG2012/short/101-104">10.2312/conf/EG2012/short/101-104</a>
<b>C3</b>	<b>A. A. Vasilakis</b> and I. Fudos, <i>Z-fighting aware depth Peeling</i> , SIGGRAPH 2011 (Posters), Vancouver, Canada, August 7-11, 2011. DOI: <a href="https://doi.org/10.1145/2037715.2037801">10.1145/2037715.2037801</a>
<b>C2</b>	<b>A. A. Vasilakis</b> , G. Antonopoulos and I. Fudos, <i>Pose-to-Pose Skinning of Animated Meshes</i> , ACM/Eurographics Symposium on Computer Animation (Posters), Vancouver, Canada, August 5-7, 2011.
<b>C1</b>	<b>A. A. Vasilakis</b> and I. Fudos, <i>Skeleton-based Rigid Skinning for Character Animation</i> , In Proceedings of the Fourth International Conference on Computer Graphics Theory and Applications (GRAPP '09), pages 302-308, Lisbon, Portugal, February 5-8, 2009.

Technical Reports	
<b>TR2</b>	<b>A. A. Vasilakis</b> , V. Vassalos, <i>Report on Recent Information Visualization Research with Applications on Financial Data</i> , October 2019.
<b>TR1</b>	A. Gkaravelis, C. Kalampokis, G. Papaioannou, K. Vardis, and <b>A. A. Vasilakis</b> , <i>STAR on Interactive Global Illumination Techniques and Inverse Lighting Problems</i> , <a href="#">GLIDE: Goal-driven Lighting for Dynamic 3D Environments, Deliverable 1.1</a> , August 2014.

Other Publications	
<b>O1</b>	S. Kalogiannis, K. Deltouzos, E. Zacharaki, <b>A. A. Vasilakis</b> , K. Moustakas, J. Ellul, V. Megalooikonomou, <i>Integrating an openEHR-based personalized virtual model for the ageing population within HBase</i> , BMC Medical Informatics and Decision Making 19: 25, 2019. DOI: <a href="https://doi.org/10.1186/s12911-019-0745-8">10.1186/s12911-019-0745-8</a>

Invited Talks	
	M. Limper, A. Morris, P. Nikiel, <b>A. A. Vasilakis</b> , <i>Geometry, Textures, and Workflow - Optimizing glTF</i> , SIGGRAPH 2023, Khronos BoF, Los Angeles, CA, USA, August 08, 2023. <a href="#">Link</a>

**A. A. Vasilakis** και G. Papaioannou, *Showcasing cultural content using 3D technologies*, Seminar on 'Culture and Economy', Antoniadou Amphitheater, Athens University of Economics and Business (AUEB), Athens, Greece, May 14, 2024. [Link](#)

Scholarships/Awards	
2023	Phasmatic, P.C., Greece - <a href="#">Kaizen Gaming - GameTech Innovation Challenge</a> <a href="#">3rd Award</a> in Live Sports Visualization (acc. rate: 14%)
2022	Phasmatic, P.C., Greece - <a href="#">XR Cosmos Competition</a> <a href="#">1st Award</a> in Research & Technology Innovation (5.000,00 € - acc. rate: 10%)
2021	Dept. of Informatics, Athens University of Economics and Business, Greece - <a href="#">Ennovation Competition</a> <a href="#">1st Award</a> in Research & Technology Innovation (2.500,00 € - acc. rate: 3%)
2021 2014	Eurographics - <b>Best publication award</b> "Illumination-driven Light Probe Placement" ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games - <b>Best publication award</b> "k +-buffer: Fragment Synchronized k-buffer"
2010 - 2013 2007 2006	Dept. of Computer Science & Engineering, The Ioannina University, Greece - <b>Heraclitus II Scholarship</b> (45.000,00 € - acc. rate: 34%) - <b>EPEAEK grant from the University of Ioannina</b> (1.000,00 €) - <b>Highest graduate grade</b> in my class (Valedictorian)

Academic Activities	
11.2021 - 02.2022 10.2020 - 02.2021 02.2022 - 09.2022 02.2021 - 09.2021	Dept. of Computer Science & Engineering, The Ioannina University <b>Adjunct professor</b> - Advanced Computer Graphics - Virtual, Augmented, Mixed Reality
10.2023 - 02.2023 03.2023 - 07.2023	Dept. of Informatics, Athens University of Economics & Business, Greece <b>Adjunct Professor</b> - C++ Programming - Parallel Programming
04.2025 - 06.2025 04.2024 - 06.2024 03.2023 - 06.2023 03.2022 - 06.2022 03.2021 - 06.2021 03.2020 - 06.2020	- Interaction Design & Multimedia, MSc in Digital Humanities
09.2008 - 01.2013 09.2007 - 01.2008 09.2006 - 01.2007 02.2005 - 07.2006	Dept. of Computer Science, The Ioannina University <b>Teaching Assistant</b> - Computer Graphics - Computer Architecture - Artificial Intelligence - Operating Systems

Research Identifiers	Reviewing Activities
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<p><b>Github:</b> <a href="#">abasilak</a>  <b>ORCID:</b> <a href="#">0000-0001-6895-3324</a>  <b>Scopus:</b> <a href="#">27568164000</a>  <b>Scholar:</b> <a href="#">6I-6QjMAAAAJ&amp;hl</a>  <b>Citations:</b> 428, <b>h-index:</b> 12, <b>i10-index:</b> 15</p>	<p><b>- Journals:</b> Computers &amp; Graphics, Graphics &amp; Visual Computing, JCGT  <b>- Conferences:</b> CGI 2013, GRAPP 2010,2011,2012,2014, IEEE VIS 2020, Eurographics 2021</p>
<p><b>Memberships</b> Eurographics Hellenic Informatics Union ACM Greek SIGCHI</p>	<p><b>- IPC:</b> SIGGRAPH Asia 2022, 2023, <a href="#">2024</a> (Tech. Communications &amp; Posters), <a href="#">Eurographics 2024</a>, 2025 (Short Papers), <a href="#">GRAPP 2025</a>, <a href="#">CASA 2025</a>  <b>- Research &amp; Innovation:</b> <a href="#">H.R.F.I.</a></p>