

# MOUSTAKAS KONSTANTINOS

Electrical and Computer Engineer

Date of birth: 29 August 1980

Work address:

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## ◆ Education

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- 2003 - PhD candidate at the Electrical and Computer Engineering Department of the Polytechnic Faculty of the Aristotle University of Thessaloniki. Supervisor: Michael. G. Strintzis.
- 1998 - 2003 Degree of the Electrical and Computer Engineering Department of the Polytechnic Faculty of the Aristotle University of Thessaloniki (Electronics and Computer section). Final Thesis Subject: Development of a semi-automatic tool for depth estimation for the generation of stereoscopic sequences from monoscopic.

## ◆ Research – Professional Experience

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- 2003 - Postgraduate Research Fellow, Informatics and Telematics Institute / Centre for Research and Technology Hellas (ITI/CERTH). Participation in the following R&D projects:
- 2003 - VR@Theater: Virtual Reality Toolbox for Theater Professionals”, GSRT, EPAN-Culture, 2003-2006.
- 2005 Co-Leader of the eNTERFACE summer workshop Project 7 (A Multimodal “Gesture+Speech” Interface for 3D Model Search and Retrieval Integrated in a Virtual Assembly Application) held in Mons, Belgium (18/7-12/8) in the context of the SIMILAR IST NoE.
- 2003 POLEIS: Virtual Cultural Tours, GSRT, PABET-NE.

## ◆ Teaching Experience

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- 2004 - 2005 Lecturer in the course "Digital Filters" of the 8<sup>th</sup> semester of the Electrical and Computer Engineering Department of the Aristotle University of Thessaloniki.
- 2005 - 2006

## ◆ Foreign Languages

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- English Perfect Knowledge. Proficiency in English (University of Cambridge)
- German Perfect Knowledge. Oberstufe.

## ◆ Technical Skills

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- Operating systems: Windows 95/98/00/XP
- Programming languages: C, C++, Visual C++, PASCAL, FORTRAN.
- Software: Microsoft Visual Studio 6, Microsoft Visual Studio.NET, Borland C++ Builder 5, MS Office 2000/XP, Matlab 6, 3Dsmax, Poser.

## ◆ Research Interests

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Virtual Reality. Realistic simulations of complex virtual environments. Alternative modeling of rigid virtual 3D objects. 3D content-based search and retrieval. Dynamical simulation of deformable virtual objects. Stereoscopic vision and processing. Computer vision. Multimedia.

The work in the aforementioned areas has lead to over 20 publications in international journals, edited books and refereed conferences