Personal information

Surname(s) / First name(s)	**Ioannis Tsiompikas**
Address(es)	Eleftherias 58 Evosmos Thessaloniki Greece
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Date of birth	November 24, 1982

Programming Language Skills

Language Lawyer	C, C++
Excellent	x86 Assembly, GLSL, Cg, OpenCL, Bourne Shell
Very good	Java, Pascal, ARM Assembly
Good	MIPS Assembly, lisp, Scheme, Python, Z80 Assembly, PIC Assembly
Working knowledge	Prolog, PHP, Objective-C

Other Programming Skills

Graphics APIs	OpenGL, OpenGL ES, Direct3D 8 & 9.
Operating Systems	UNIX (GNU/Linux, BSD, Solaris, IRIX), Windows, MacOS X.
Window Systems	X-Window System, Win32, Carbon.
GUI Widget Toolkits	Motif, GTK+, GTKmm, Qt, FLTK, GLUI, Swing, Win32 controls.
Miscellaneous	XML, SQL, HTML, CSS.

Work Experience

2005-2007	*Track7 Games*: Design & implementation of the 3D engine for the game "Theseis".
2003-2004	Private tutoring: tought C++ and Java programming.

2003-2004	Teaching Assistant at the University of LaVerne, on C++ Programming, and Discrete Mathematics.

Education

2008-2009	MSc (with distinction) in Computer Graphics Programming, University of Hull
2004-2006	BSc (Hons) in Computer Science, University of Sheffield
2001-2004	BSc in Computer Science & Mathematics, University of LaVerne (interrupted)

Publications/Conferences

2007	I. Tsiompikas, P. D. Bamidis, and D. Dranidis, "Xray: Photorealistic rendering system," in *Proceedings of EUREKA! 2007*, pp. 107–118, Greek Computer Society, 2007
2005	I. Tsiompikas, "Xray: A photoralistic rendering system," *5th International Student Spring Symposium on Internet and Web Technologies*, 2006
2005	I. Tsiompikas, "Graphics programming with OpenGL (tutorial)," *5th International Student Spring Symposium on Internet and Web Technologies*, 2006
2004	I. Tsiompikas, "Graphics programming with OpenGL (tutorial)," *4th International Student Spring Symposium on Contemporary Topics in IT*, 2005

Informal Publications

2011	I. Tsiompikas, "Introduction to kernel development from scratch (series)," *Linux Inside*, 2011
2008-2009	I. Tsiompikas, "Introduction to graphics programming with OpenGL (series)," *Greek Linux Format Magazine*, 2008–2009

2006	I. Tsiompikas, "Fast & easy high resolution fractals with a pixel shader," 2006. [Online; accessed 25-March-2009]
2003	I. Tsiompikas, "Shadow volumes tutorial," 2003. [Online; accessed 25-March-2009]

My Free Software/Open Source Projects

free spacenav	`http://spacenav.sourceforge.net`
	Free user-space driver and SDK for GNU/Linux, for the 3D Connexion 6-dof input devices
sray	`http://code.google.com/p/sray`
	Photorealistic 3D renderer based on ray tracing and photon mapping.
kdtree	`http://code.google.com/p/kdtree`
	Simple kd-tree implementation.
Graphics Programmer's Toolbox	`http://gfxtools.sourceforge.net`
	A collection of mostly independent libraries, handling various graphics programming tasks.
ubertk	`http://code.google.com/p/ubertk`
	Generic, drawing and input agnostic, GUI toolkit.
3dengfx	`http://engfx3d.berlios.de`
	Full-blown 3D graphics engine for OpenGL *(defunct)*
win-x-move	`http://winxmove.sourceforge.net`
	Win32 utility for moving and resizing windows, without having to target the window frame.
frapix	`http://code.google.com/p/frapix`
	Framerate limiting and image/video capture utility for OpenGL programs on UNIX.
stereowrap	`http://code.google.com/p/stereowrap`
	Stereoscopic OpenGL emulation layer for systems without true stereo (quad-buffer) support.

libfixgl	`http://libfixgl.sourceforge.net`
	Fixed-point OpenGL implementation for embedded devices without a floating point unit.
leitmotif	`svn://nuclear.dnsalias.com/pub/leitmotif`
	A lightweight and easy to use Motif widget toolkit wrapper.
	I have also contributed to other free software projects such as the Linux kernel, FreeGLUT, and LinuxTrack.

Hobbies

Programming	Mainly graphics, operating systems, and networking
Demoscene	Being involved with the demoscene, a community of graphics programmers, artists and musicians, producing real-time non-interactive graphics demos, since 1999. I've written code for various demos released under the groups: "The Lab", "Mindlapse", and "MLFC".