# Lori Kougioumtzian

Software developer, fascinated with 3D and WebXR development. I am an art enthusiast, and love the concept of different art forms coming to life through the design and development of modern, interactive software.

**Personal portfolio:** lorikou.github.io/portfolio

lkougioumtzian@gmail.com

## LANGUAGES

- Greek (native)
- Armenian (native)
- English (fluent, very good user)
  CPE, ECPE holder
  IELTS Academic (May 2023)
  (R:8.5, L:9, W:7.5, S:8.5, O:8.5)

## SKILLS

**Programming languages and frameworks**
- A-Frame
- JavaScript (ES6+)
- Development frameworks: Angular, Flutter
- HTML, CSS

**Source and Version controls**
- Git

**Third party software/platforms**
- Clip Studio Paint for digital art
- Autodesk Maya for rigging and animation of 3d models
- Canva for digital graphic design

## OTHERS & HOBBIES

- "Creating Comics: History, Language and storytelling techniques": Certificate owner of 6-month course from University of Athens
- "Game Writing: Storytelling through Video Game Design". Certificate of completing of online course on Udemy (view certificate)
- Armenian Diaspora volunteer
- Dance:
  - 16 years of Ballet and Contemporary dance studies
  - 7 years of swing dance lessons
  - 10 years of Armenian traditional folk dance
- React, Redux & RxJS under the hood". Educational course at Agile Actors #learning. (view certificate)

## AROUND THE WEB

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## EDUCATION

Bachelor of Science (BSc) degree from the Department of Informatics and Telecommunications at National and Kapodistrian University of Athens (NKUA) (09/2014- 09/2020) (Grade: 7.24/10)
Thesis: "Motion Hollow: A WebVR experience for annotating movement qualities on dance content" . (Grade: 10/10)
- Technologies used: MEAN Stack, A-Frame.
- Video-Teaser of the app from the thesis' presentation at World  Usability Day (WUD) 2020, organised by ACM GreekCHI (14/11/2020)

## PROFESSIONAL EXPERIENCE

**Current position**
- Software Developer and researcher at "Athena" Research and Innovation Center's narralive team. Currently working with Angular and A-Frame, a web framework based on JavaScript for building 3D, Virtual Reality and Augmented Reality experiences. Involved in several research projects with experience in designing and developing modern and user-friendly UIs for web-based and XR experiences and applications. (09/2020 - today).
- Swing dance instructor and performer at Athens Lindy Hop, school for learning vintage street dances  (09/2022 - today)
  - 3rd place in the Mix&Match competition at WGC Vintage Festival in the United Kingdom (June 2023)

**Previous positions**
- Web-Developer at MaDgIK (Management of Data, Information and Knowledge Group) focused in redesigning and developing the "Web-Experiencing" tool, a webXR platform for viewing virtual tours with interactive storytelling (04/2020 - 09/2020)
- Internship, ICAP Group of Companies (11/2019 - 01/2020)

## PUBLICATIONS

- Kougioumtzian, L., Raheb, K. El, Katifori, A., & Roussou, M. (2022). Blazing fire or breezy wind? A story-driven playful experience for annotating dance movement. Frontiers in Computer Science. https://doi.org/10.3389/fcomp.2022.957274
- Katerina El Raheb, Lori Kougioumtzian, Marina Stergiou, Dimitra Petousi, Akrivi Katifori, Katerina Servi, Vera Kriezi, Valia Vraka, Stefania Merakos, Alexandros Charkiolakis, Foteini Venieri, Maria Boile, and Yannis Ioannidis. 2022. Designing an Augmented Experience for a Music Archive: What does the Audience Need Beyond the Sense of Hearing? J. Comput. Cult. Herit. 15, 4, Article 80 (December 2022), 24 pages. https://doi.org/10.1145/3528366
- Kougioumtzian, L., Stergiou, M., Petousi, D., El-Raheb, K., Katifori, A., Servi, K., Boile, M., Ioannidis, Y., Kriezi, V., Vraka, V., Merakos, S., Charkiolakis, A., & Venieri, F. - "How do you feel about this? Engaging the audience with the music archive of N. Skalkottas through XR", EuroMed 2022, November, 7-11, 2022, Limassol, Cyprus. (pending publication)
- Lori Kougioumtzian, Christos Lougiakis, and Akrivi Katifori. 2023. "Show your cards!": What do creators need for the game design process? In Proceedings of the 18th International Conference on the Foundations of Digital Games (FDG '23). Association for Computing Machinery, New York, NY, USA, Article 60, 1–6. https://doi.org/10.1145/3582437.3587194
- Dimitra Petousi, Akrivi Katifori, Maria Boile, Lori Kougioumtzian, Christos Lougiakis, Maria Roussou, and Yannis Ioannidis. 2023. Revealing Unknown Aspects: Sparking Curiosity and Engagement with a Tourist Destination through a 360-Degree Virtual Tour. *Multimodal Technologies and Interaction* 7, 5: 51. https://doi.org/10.3390/mti7050051