SHORT CV: Paul Zikas

Thematic Area: 4
Key areas of Expertise in Digital Heritage:

- Serious Games and Storytelling for Cultural Heritage.
- VR/AR transition of Virtual Museums.
- 3D reconstruction via pointcloud scanning of Cultural Heritage relics.
- Gamification on Virtual Museum applications.

Paul is a software engineer with experience in AR and VR applications. He worked as an undergraduate researcher at the Computer Vision and Robotics Laboratory in the Institute of Computer Science of the Foundation of Research and Technology Hellas, Heraklion, Greece studying Serious Games and Storytelling in Mixed Reality while participating in EU programs and international conferences. As an enthusiast in Computer Graphics and Game Programming, he designed various Mixed Reality applications for educational and entertainment purposes in mobile and desktop platforms. Developing Virtual Museum applications in Mixed Reality while focusing on the interaction of user with the exhibits. He is a skilled programmer with experience in modern Game Engines and open source educational frameworks that still run in Universities and Institutes. As a part of his research background he experimented with Serious Games and more specific the educational aspect of modern gaming trying to integrate the Gamification factor to Virtual Museum applications. He earned his BSc in Computer Science from the University of Crete, Greece specializing in Computer Graphics. He is currently working in ORamaVR as a software engineer with focus on Character Gamification and Rapid Prototyping. He is also a MSc student in the department of Computer Science at the University of Crete, Greece studying Computer Vision and Robotics.