

Academic Staff Curriculum Vitae

University:	Neapolis University
ID Number:	772646
Full Name:	Marios Kyriakou
Rank:	Visiting Lecturer
School:	School of Business
Department:	Department of Information Sciences
Scientific Domain:	Computer Graphics

Educational qualifications

Degree	Year	Awarding Institution	Department	Thesis title
PhD in Computer Science	2014	University of Cyprus	Department of Computer Science	The Simulation of Virtual Crowds and their Contribution to Presence in Immersive Virtual Environments
MSc in Advanced Information Technologies	2005	University of Cyprus	Department of Computer Science	Algorithms for avatar navigation, learning from real video
BSc of Computer Engineering and Informatics,	2003	University of Patras	Department of Computer Engineering and Informatics	Development of GIS using personalization techniques

Employment history

Period of employment		Employer	Location	Position
From	To			
Feb/2016	Current	Neapolis University	Paphos	Visiting Lecturer
Feb/2014	Current	University of Cyprus	Nicosia	Special Scientist
Sep/2007	Current	Private Institute TechnoPedia	Pafos	Instructor
Feb/2007	June/2007	Intercollege	Limassol	Visiting Lecturer
Mar/2005	Aug/2007	University of Cyprus	Nicosia	Post-Graduate Associate
Sep/2004	Feb/2005	CYTACOM/CYTA	Limassol	Project Manager

Consulting Services		
Year	Title	
2017	Special Scientist	Member of the UCY team for the European project “RISE”, the first Research centre in Cyprus focusing on Interactive media, Smart systems and Emerging technologies Call: H2020-WIDESPREAD-01-2016-2017 (Teaming Phase 2)
2016	Special Scientist	RISE (Call: H2020-WIDESPREAD-2014-1-FPATEAMING) - PHASE 1
2005-2007	Post-Graduate Associate	Member of UCY in the European project “INTUITION”, (Network of excellence on VR and VE applications for future workspaces, EU IST, Framework 6, NoE, 2004-2008).
2003-2004	Analysis of Hospital Information System	Installed in the New General Hospital of Nicosia. Project of Ministry of Health, executed by the University of Cyprus (Department of Computer Science)

Funding Research Project's		
Year	Title	Research Role

Key <i>refereed</i> journal/ conference publications or monographs (list up to 10)						
	Year	Title	Other authors	Journal/ Conference/Publisher	Vol.	Pages
1	2016	Interaction with virtual crowd in Immersive and semi-Immersive Virtual Reality systems	Xueni Pan, and Yiorgos Chrysanthou	Computer Animation and Virtual Worlds		
2	2015	Interaction with Virtual Agents - Comparison of the participants' experience between an IVR and a semi-IVR	Xueni Pan, and Yiorgos Chrysanthou	poster in IEEE VR		

ΕΠΙΤΡΟΠΗ ΑΞΙΟΛΟΓΗΣΗΣ ΙΔΙΩΤΙΚΩΝ ΠΑΝΕΠΙΣΤΗΜΙΩΝ (ΕΑΙΠ)
 EVALUATION COMMITTEE OF PRIVATE UNIVERSITIES (ECPU)

		system				
3	2008	Texture synthesis based simulation of secondary agents	Yiorgos Chrysanthou	Motion in Games. Springer Publications		1-10
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