

Dinos Tsiknis

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Ph: 604-617-2241

Education

2006 University of British Columbia
Masters of Science (Computer Science)

2004 University of British Columbia
Bachelor of Science (Computer Science)

- Minor in Commerce
 - Graduating average: 86.5%
 - Dean's Honour List distinction
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Awards and Scholarships

NSERC Postgraduate Scholarship (2005/06) - \$17,300/year from Natural Sciences and Engineering Council of Canada. Recipients chosen based on academic merit and research proficiency.

USP Scholarship, UBC (2002-04) - \$2,500/year for continued achievement of 85%+ average.

BC Government Scholarship (1999) - For achieving a high standing on provincial exams.

Riverside Merit Award (1998/99) - For academic achievement.

Gordon Paton Award (1998/99) - For a combination of academic and athletic achievement.

Research

Cloth Animation Through Unbiased Strain Limiting and Physics-aware Subdivision

- Poster at Symposium on Computer Animation 2006
- Contributions of this work include:
 - Use of physics-aware subdivision to model intricate details such as folding and buckling on a coarse mesh simulation.
 - Unbiased strain limiting technique for faster order and mesh independent modeling of internal dynamics of cloth systems.

Sketch Based Modeling of 3D Polygons

- Exploration in creation of 3 dimensional models through interpretation of 2 dimensional sketches.
 - Surveyed many existing methods including those by Marill, Shpitalni and Lipson, Leclerc and Fischler.
 - Amalgamated strengths of several methods with novel metrics to piece together a system for handling creation of polygonal CAD style models from 2D sketches.
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Technical Work Experience

2004 (Summer) University of British Columbia – Research Assistant

- Worked with Robert Bridson on project in real-time cloth simulation
- Work lead into current Masters thesis work

2003 Electronic Arts – Software Developer, Co-op (1 term)

- Worked on FIFA Soccer game team (Credited on FIFA Soccer 2004 title)
 - Cross-platform development including Playstation2, XBOX, Gamecube and PC
 - Responsible for “Presentation” portion of the game dealing with choreography of events
 - Also responsible for movement and actions of referee and linesmen characters, movement and placement of in-game cameras and general in-game bug fixing.
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- 2002** **Silicon Chalk – Software Developer, Co-op (2 terms)**
- Worked on a COM based multi-threaded application written in C++.
 - Responsible for design, development and maintenance of several components totaling over 10,000 lines of release code.
 - Performed a large amount of GUI design and development for Windows platforms.
- 2001** **Business Objects (formerly Crystal Decisions) – Software Developer, Co-op (2 terms)**
- Worked on Database Connectivity team
 - Developed (in C++ using COM) and maintained test application for various database access APIs facilitating end user manipulation of stored data.
 - Set up automated test harness to test integrity of latest build every night and produce report based on outputs of tests.
 - Managed nightly builds of certain components of the project.
 - Performed preliminary research for development of new component of project.
- 1999** **Roadmap to Computing, Department of Computer Science, UBC**
(Summer) Volunteer
- Performed rigorous testing of online courses written in Perl and HTML.
 - Installed and maintained computers for lab and office use.
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Other Technical Experience

- 3D Modeling, Graphics and Animation projects**
- Knowledge of Autodesk 3D Studio Max and Alias Maya software packages.
 - As a hobby, have created a number of models and animated shorts.
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Teaching

- Guest lecturer, CPSC 533d: Animation Physics**
- Delivered lecture on principles of elasticity and aspects of mass-spring systems.
- Teaching assistant**
- Taught labs of 20-30 students for undergraduate courses ranging from first principles of computer science to software engineering.
 - Received teaching evaluation score of 4.67/5.0 on most recent appointment.
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Technical Skills

- Excellent Object-Oriented Design and Programming (OOD/OOP) skills
 - Proficient with OpenGL graphics library
 - Thorough knowledge of Windows UI programming concepts
 - Knowledge of C, C++, Java, COM, Perl, Unix/Linux shell scripting
 - Familiarity with developing software in a multithreaded environment
 - Experience developing software in cross-platform environments
 - Project management skills appropriate for single-person programming projects
 - Experience developing software in deadline driven environments.
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Other Experience

- SIGGRAPH 2006 Student Volunteer**
- Assisted with pre-conference setup and other in-conference duties
- Computer Science Students Society – Department of Computer Science, UBC**
- Elected President for the academic year of 2003/2004
- Undergraduate Affairs Committee – Department of Computer Science, UBC**
- Represented and voiced undergraduate student concerns to the department
- Vancouver Primo F.C.**
- Play soccer at a highly competitive level in the Vancouver Metro Soccer League