

# Alexandros Spyropoulos, 1976

3D artist, concept and experiential designer.

For examples of my work please visit [www.tripleagent.co.uk](http://www.tripleagent.co.uk)

## Education

MA in Narrative Environments at Central Saint Martins 2006 – 2007.

BA (Hons) and MA(Hons) in Installation Art and New Media at the Fine Arts University of Athens 1999 – 2004.

Skills

Software : 3D studio Max (V-Ray – Character studio), Maya (for game design), Z-Brush, Mudbox, Unity 3d, Combustion, Photoshop and Vectorworks.

Avid, Illustrator, Premiere, After Effects as secondary tools.

Skilled illustrator with charcoal.

## Career

- R&D with Unity 3d and realtime visualization 2010 until present.
- Worked for Near Global as a senior 3D designer, designing the virtual West End of London. Worked both on detail and technical design. 2009 -2010
- Worked for Ralph Appelbaum Associates as a 3D and experiential designer / visualiser. Designing museums, interactives and flythroughs. (The Natural sciences galleries of the National Museum of Scotland, Edinburgh. Bahrain National Monument. Concept development and visualisations for Cambridge Interfaith museum. Russian Jewish Museum in Moscow). 2007 -2009.
- Worked for the production and video editing of “Isokon”, a short documentary for the Royal College of Art 2008.
- Worked in collaboration with Cambridge University, Goldsmiths and BT for the “Arts and Business” project with the project “Pink Tank”, Part of the London Design Festival 2007 at Queens Elisabeth Hall.
- Worked in collaboration with Central Saint Martins and Arts Council England for the Arts Space of the Future Think Tank. 2006.
- Carried out the technical and exhibition design, and was part of the organising committee of the festival Medi@terra “Gaming Realities” (35 interactive installations and 55 lectures.) October 2006.

- Was the Co-Director of the company “Personal Cinema” (Athens - Brussels - New York) from 2002 to 2006 organising 12 exhibitions and roundtable discussions across Europe, funded by Goethe Institute and Cultural Olympiad 2004.
- 3D visualisation for the architectural company AKKM Athens. 2004 -2005.
- Head Designer for Ilias Papailiakis work "The image and its meaning" 3d anaglyph Prints, La biennale di Venezia, Plateu of Humankind 2001.

## Awards

European media arts festival (EMAF) 2005 1st prize for the project “The making of Balkan wars: The game”, an art video game which hosts videos, documentaries and artworks from 52 artists across the Balkans and the rest of world. I did the concept design, organization and was the lead artist of the virtual environment.

## Publications

- “On Personal Cinema, Media, and Homo Ludens”, Third Text, Routledge, London (2007).
- “Democratization of Virtual Environments” in Gaming Realities, M. Santorineos (ed.), Melani, Athens (2006).

## Selected Lectures

- Central Saint Martins, London, “Gaming Realities, narrative and play under the same roof “, (2006).
- Medi@terra Gaming Realities, Athens “Democratization of Virtual Environments”, (2006).
- City University, London, “Homo Ludens and Personal Cinema”, (2006).
- Academy of Fine Arts, Madrid, round table discussion. Speech on Video Game design in-and visual arts. (2004) .
- City Museum of Skopje, Round table discussion. “New media in periphery/re-imagining the cyber Balkans.” (2004).

## **Selected Art Exhibitions**

- “Hidden love songs” Group project for the Royal Festival Hall in London (2006).
- "Electric Chair" for the Breeder magazine, Presented in Tate Modern, London (2001).
- “The Machine” 271 Gothic Gallery London. Curator Gulsen Bal (2001).

## **Selected Exhibitions - Personal Cinema (Curator / Artist )**

- Presentation at the exhibition “In the Gorges of the Balkans. A report” Kunsthalle Fridericianum Kassel, Germany (2004).
- MediaLab Madrid, Spain. Supported by MediaLab Madrid and Cultural Olympiad (2004).
- Art Athena, Athens (2004).
- Skopje City museum. Supported by Fridericianum Museum Kassel Germany (2004).
- Netherlands Media Art Institute, MonteVideo, Amsterdam (2004).
- Casa Transit, Kluj, Romania. Supported By Goethe Institute (2004).
- Rex Museum, Belgrade, Serbia. Supported By Goethe Institute (2004).