

Panagiotis Kouvelis

Curriculum Vitae

Name: Panagiotis Kouvelis
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Born: 09 December 1976

Personal profile

- Experienced and innovative audio engineer / lecturer / music & multimedia producer with sophisticated production, training and audio engineering skills.
- Great experience in teaching through various fields and ages.
- Educational animating character, able to raise the interest of a classroom by using the most innovative teaching means / techniques and utilizing the students' personal interests.
- Communicative, confident and persuasive team-builder, strong trouble-shooter.
- Dependable and reliable in supporting and enabling team effort to produce genuine long-term sustainable development, able to plan and manage big projects and teams.
- High personal integrity, and able to relate to and create trust in all.
- Management of change within the demanding and pressurised production environment.

Experience

- Background in a wide range of industries and fields, including music, education video, graphics, computer games, interactive media / multimedia, computer programming, film.
- Over 10 years in music production / composition, song-writing and audio engineering (studio and P.A.) for various independent record companies and artists in the genres of pop, rock, post-rock, metal, ethnic, industrial and electronic music.
- Over 7000 hours proven expertise in the educational fields of audio engineering, multimedia authoring and computer games audio.
- Over 8 years proven expertise in computer games audio / music and 15 years amateur activity.
- Recording studio owner since 2000.
- Over 11 years of educational experience in various fields (4 years martial arts instructor, 2 years military instructor, 6 years audio engineering lecturer, 3 years multimedia & computer games lecturer).

Education	2009	Hellenic Open University School Of Science & Technology: Undergraduate Studies in Natural Sciences
	2000 - 2002	SAE Athens Audio Engineering Diploma Graduate
	1994	High School 4th General Lyceum Graduate
	1996	Classical Guitar Studies
	1985 - 1992	English Language - Fluent Speaker

- Achievements**
- Having the honor to cooperate with one of the biggest replication plants in Greece, from 2004 until 2006 I set up the industrial division of Optical Media Mastering. I got fully in charge of it, by setting up not only the administration and organisation but also the staff's training, as well as the complete and successful delivery of the compartment.
 - As music producer for the band "On Thorns I Lay" under the independent record company BLR, achieved to produce the heavy rock record "Egocentric_", whose sales exceeded the expected sales of both the company and the artists. The album was voted by the press as one of the 8 most influential hardcore sound music albums ever to be produced in Greece.
 - As a lecturer, achieved to successfully organize, promote and lecture the first seminar in Greece related in computer games audio, with the general title "Computer Games Sound Design & Music Production". This unique series of these unique seminars continue to exist and still there are no other seminars concerning this topic.
 - As an audio engineering student in SAE Athens dept., managed to graduate with one of the highest diploma degrees worldwide (93.4/100). My diplomatic research entitled "Analog & Digital Modelling of Pre-Amplifying Stages" considered unique and for my contribution in the science of audio engineering I received a grade of (100/100).
 - As a music composer / producer with Dark Code software house in Greece, we managed to publish the game "Racing Devils" with Crystal Interactive software publishing company based in Netherlands. One of the first games from Greece that reached out of the borders.

* Certificates and references upon request

Career History

- 2006 - Present Aventurine S.A. - Audio Director
Director of the sound and musical department of the game "Darkfall Online" that received the "Reader's Choice Award" on MMORPG online community portal for "Most Anticipated Game Of 2008".
- 2004 - 2007 ODiTec S.A. - Mastering / Pre-Mastering and Authoring Engineer
Set up a whole industrial division of Optical Media Mastering. Also directing the production, by setting up not only the administration and organisation but also the staff's training, as well as the complete and successful delivery of the department.
- 2005 - 2007 Virtual Studio Magazine - Editor
Editor in music technology magazine "Virtual Studio", in the new technologies, sequencers and advanced techniques article categories.
- 2005 - 2007 Phoenix Online Studios - Audio Director
Audio director for the game "King's Quest IX" from Phoenix Online Studios, now released under Vivendi/Sierra Fan License.
- 2001 - 2005 Freelance - Independent Producer
Computer Games audio director, music producer, composer and sound designer.
- 2003 - Present Freelance - Lecturer
Organizing and lecturing seminars on Sound Design and Adaptive Music Composition for Interactive Media and Computer Games.
- 2002 - 2005 SAE Athens Institute - Audio Engineering Lecturer
Audio engineering lecturer at SAE Institute - Athens dept.
- 2000 - Present Freelance music production and composition, sound design and multimedia authoring on my studio.
- 1998 - 2000 Freelance - Various activities and community work.
- 1996 - 1998 Completed national army service as Trainer Reserve Officer.

Knowledge

- Computers Full knowledge of the hardware and the operating systems of PC and Apple computer systems from 1990 until nowadays. Experienced and deep knowledge in the operation of many software programs of various fields.
- Audio Almost all sequencer programs, effects, editors and virtual instrument programs for Microsoft windows, Mac OSs and Linux.
Full knowledge of modern software for interactive audio including FMOD and Wwise tools.
- Equipment Practiced experience in the operation of professional equipment of all levels, from semi-pro hybrid to large format in-line and hi-grade digital consoles. Also Experienced in the operation of many analog and digital outboard gear and familiar with the operation and signal routing off all types of studios and facilities (some of them are Recording, Mastering, Rehearsal, Post production, Film scoring, Broadcast, Video & Audio suites, Multimedia Authoring, Game Development, etc.).

Development	Logo, Basic, Quick Basic, Assembly, Turbo Pascal, C, Python, Various Scripting Languages for Databases and other Development Tools. Also familiar with visual editors like Microsoft Visual Studio, Eclipse, Construct, Multimedia Fusion Producer, Torgue3D, Unity3D, and various custom engines and tools for software and game development.
Authoring	Trained in the operation of industrial grade equipment and software for Optical Media Authoring, in the fields of Audio, Super Audio, DVD, VCD, BluRay Disc and HD DVD formats.
Video	Basic knowledge of video editing with programs such as Sony Vegas, Avid, Adobe Premier, Discreet Combustion, Arkaos VJ, etc.
Web Design	Basic Web Design knowledge with Adobe Dreamweaver and Flash.
Graphics	Basic knowledge of various programs such as, 3ds Max, Blender, Photoshop, etc.
Office	Microsoft Office, OpenOffice, Filemaker, ConceptDraw Office.

Hobbies

Music	I play the electric guitar, but I also enjoy learning various musical instruments like Keyboards and eDrums and I'm also developing my Vocal capabilities for Singing.
Books	Reading books about science fiction, social science and psychology. I enjoy reading comedy and fantasy stories. I also like reading about software development, computer science and visual arts, not to mention audio engineering.
Various	Photography, Cinema, Poetry.

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