

Digital Scenographer VJ/Real-time Visual Artist

with practice in Audiovisual Performance,
Graphic Design, 3D & Motion Design

PROFILE

Digital scenographer and VJ working with real-time visuals, projection mapping, and performance based visual systems. Experience across club culture, festivals, broadcast, and installation contexts. Focus on live audiovisual environments and spatial visual design.

SKILLS

- Real-time Visual Performance
- Projection Mapping
- Generative / Real-time Systems
- Audiovisual Performance Collaboration
- Interactive Installations
- Broadcast & Live Visual Operation
- Theatre / Live Performance Environments
- Graphic Design
- 3D / Spatial Design

SOFTWARE

Resolume Arena • Blender • VVVV
After Effects • Premiere Pro • DaVinci Resolve
XD • Photoshop • Illustrator

EDUCATION

MA by Research — Digital Scenography
University of Hertfordshire, UK (2018)
Research focus: Digital scenography, site-specific performance, and visual spectacle

BA Multimedia & Graphic Arts
Cyprus University of Technology (2014)

EXPERIENCE

Freelance Visual Artist / VJ Berlin / Europe 2024 – Present

- Live visual performance and real-time scenography across club, festival, theatre, gallery, and audiovisual contexts
- VJ sets, generative visuals, and audiovisual collaborations
- Projection mapping and spatial visual systems
- Site-specific installations and immersive environments
- 3D motion content and graphic design for artists and collectives

UX/UI Designer Base Element / 11pets 2022 – 2024

- UX/UI design for mobile and digital products
- Interface systems and user flow design
- Prototyping and design systems in Adobe XD
- Collaboration with development teams

Creative Director / Visual Lead Real Estate Agency 2021 – 2022

- Visual identity and campaign direction
- Motion graphics, photo/video production
- Brand strategy and digital content direction

Research Associate Media Art & Design Lab, Cyprus University of Technology 2020 – 2021

- Research in digital scenography and interactive systems
- Experimental media and performance technologies

Art Direction / Visual Design Cal Creative Communication 2018 – 2020

- Art direction for visual communication and campaign materials
- Design for print, social media, and PR content
- Motion graphics production for promotional and brand content
- Development of visual identity systems across digital and physical media

Vision Mixer / CG Operator Sigma TV 2018

- Live broadcast visual operation
- Real-time graphics and vision mixing

SELECTED PROJECTS

Live Performance:

- **Studio dB** — *Berlin* (2026)
- **Gallery P61** — *Reflected Radio* (2026)
- **Music Element** — *Cyprus* (2025)
- **The Yellow House** — *Amsterdam* (2025)
- **About Blank** — *Berlin* (2024)
- **The Garage** — *Barcelona* (2023)
- **Oddity** — *Greece* (2023)

Installation / Spatial Work:

- **REFLECTED MIRROR Mosaic** — Awareness Exhibition — *Cyprus* (2025)
- **LAVA** — immersive installation — Distortion Ø Festival — *Copenhagen* (2024)
- **VICTOR X** — participatory performance — *Prague Quadrennial* (2023)
- **VICTOR** — participatory performance — *ETKO* (2021)

Theatre / Performance Works:

- **A Christmas Carol** — *Cyprus* (2026)
- **Dalida** — *Cyprus* (2025)
- **The Awesome Performance** — *Greece* (2023)

Interactive Works:

- **IKEA House Party** — *London* (interactive projection installation)
- **APERANTOSYNE** — *London* (site-specific choreographic installation)

LANGUAGES

Greek (Native) / English (Fluent)