

NIKOLAS LADAS

PERSONAL INFORMATION

email nikolas.ladas@gmail.com

website www.nik-os.com

EXPERIENCE

- 2023–Present* **Senior Developer**
Sony Pictures Animation Working on Unreal/Maya/USD and the SPA series and pre-production pipeline.
- 2020–2022* **Developer**
Sony Pictures Animation Built a visualizer/scouting tool using Nvidia’s Omniverse toolkit. Developed integration tools for Maya and Unreal Engine.
- 2020* **Researcher**
RISE Research Center Research and development on next generation real-time technologies for media production. Worked mainly with Unreal Engine.
- 2017–Present* **Co-Founder**
Ten Ton Train LTD Co-founded Ten Ton Train LTD after winning a grant from the Cyprus Ministry of Commerce. Ten Ton Train undertakes development and consulting relating to video game technologies. Contributed to the ENHAGA project (enhaga-project.eu).
- 2017–2020* **Lecturer**
University of Central Lancashire - Cyprus Tought the courses:
Games Development 1. Game loop and timing, fundamentals of game engine architecture, physics (collisions), particle systems.
Games Development 2. Influence maps, terrain analysis, FSMs, planning, blackboard model.
Object Oriented Methods in Computing. OOP concepts, design patterns.
Software Development. Agile techniques for software development.
- 2019, 2021* **Lecturer**
University of Nicosia Developed and tought the course Game Programming which covers game architecture, collisions, physics, animation, procedural generation and AI for games. Practical material is in Unity.
- 2011–2016* **Teaching Assistant**
University of Cyprus Teaching assistant for the courses:
EPL 426 - Computer Graphics (linear algebra basics, ray-tracing, OpenGL)
EPL 656 - Computer Graphics - Modeling and Realism (physically based rendering, shader basics in GLSL)
EPL 653 - Computer Games Software Technology (Unity)
- 2008–2011* **Special Scientist**
University of Cyprus I investigated the effects of hardware faults on the processor cache and branch predictor. I implemented fault simulation and mitigation mechanisms as plugins for the processor simulator sim-alpha (written in C).
- 2015–2018* **Developer**
Cyprus Cooperative Bank I developed frontend and backend banking software using IBM’s Informix

stack.

EDUCATION

- 2020 University of Cyprus
PhD
 Thesis: *Physically-Based Probabilistic Image Segmentation*
- 2011 University of Cyprus
MSc
 School: Department of Computer Science
 Thesis: *Cache Reliability For High Numbers of Permanent Faults*
- 2008 University of Cyprus
BSc
 School: Department of Computer Science

PUBLICATIONS

- Oct 2020* Background Segmentation in Multicolored Illumination Environments
 2020 The Visuaal Computer. International Journal of Computer Graphics
 Authors: Nikolas Ladas and Paris Kaimakis and Yiorgos Chrysanthou
- Feb 2017* Probabilistic Background Modelling for Sports Video Segmentation
 2017 International Conference on Computer Vision Theory and Applications (VISAPP)
 Authors: Nikolas Ladas and Paris Kaimakis and Yiorgos Chrysanthou
- Dec 2016* High Dynamic Range Video Concepts, Technologies and Applications (Contributed Chapter 11)
 2016 Academic Press
 Editors: Alan Chalmers, Patrizio Campisi, Peter Shirley, Igor Olaizola
- April 2013* Improving Tracking Accuracy using Illumination Neutralization and High Dynamic Range Imaging
 2013 First International Conference and SME Workshop on HDR imaging (HDRi)
 Authors: N. Ladas, Y. Chrysanthou, C. Loscos
- Dec 2012* The Performance Vulnerability of Architectural and Non-architectural Arrays to Permanent Faults
 2012 45th Annual IEEE/ACM International Symposium on Microarchitecture (MICRO)
 Authors: Hardy Damien, Sideris Isidoros, Nikolas Ladas, Yiannakis Sazeides
- March 2010* Performance Effective Operation below Vcc-min
 2010 IEEE International Symposium on Performance Analysis of Systems and Software (ISPASS)
 Authors: N. Ladas, Y. Sazeides, and V. Desmet
- January 2010* Performance Implications of Faults in Prediction Arrays
 2010 2nd HiPEAC Workshop on Design for Reliability (DFR 2010)
 Authors: N. Ladas, Y. Sazeides, and V. Desmet

2009 *March 2009* **Protecting Prediction Arrays Against Faults**
IEEE Workshop on Silicon Errors in Logic - System Effects (SELSE)
Authors: Y. Sazeides, C. Kourouyiannis, N. Ladas, and V. Desmet

OTHER INFORMATION

Awards 2012 · HiPEAC Paper Award for: The Performance Vulnerability of
Architectural and Non-architectural Arrays to Permanent Faults

Languages GREEK · Mother tongue
ENGLISH · Advanced (Fluent in reading and writing)

August 15, 2023