

Cos Panayi -

Creative Technologist

Portfolio / LinkedIn
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Design Lead with 6 years experience in 3D and AR/VR, with a focus in user-centered design. Successfully managed innovative projects across Healthcare, XR/AI, and Space Tech, providing design, development, and consultancy expertise. Collaborated with NASA-Sky, Meta and Great Ormond Street Hospital. Skillset extends to mentoring, networking, presenting to boards/directors, and adept in tech/testing and IT.

SKILLS

3D: Modelling, Texturing, Rendering, Lighting, UV Mapping, Animation, Rigging, Video editing, VR, AR.

Unity: Scene setup, Particles and Animation System, Performance Optimization (Static Batching, Occlusion Culling), SDK's (Vuforia, ARCore, VRTK, Google VR, Samsung mobile),

Software: Maya, ZBrush, Substance Painter, Arnold, Cinema 4D, Adobe CC (AE,PP,PS), Figma.

Soft Skills: UX/UI, Creative Problem-Solving, User-Centred Design, Project Management, Public Speaking, Collaboration, Time Management, Mentoring, Networking

EMPLOYMENT

Design Consultant - Freelance

Aug 2017-Present

- Delivered diverse client projects, showcasing expertise in:
 - Advisory and consulting services, blending creative thinking with design strategies.
 - 3D modeling, rendering, texturing and animation.
 - Creation of immersive Unity projects, with a focus on AR/VR experiences.
 - Video editing

UX/UI Designer (*Freelance*) - Microscope Inc.

Jan-Oct 2023

- Contributed UX/UI feedback on project using interactive 3D imaging data for medical professionals, providing insights on tech-innovation within healthcare for an improved UX.
- Designed user-centric UX/UI concepts using Figma and Unity, delivering improved design layouts.

3D Visual Designer (*Contract*) - Surround Vision

May-Jun 2023

- Reduced workload for Lead Engineers by creating 3D assets and textures for [NASA-Sky 3D Documentary](#), enabling them to focus on optimising the project and ensuring deadline was met.
- Optimised Unity test scenes, experimenting with visuals (colour schemes, lighting, scale adjustments), resulting in a visually striking final environment.

XR/AI Project Operations Specialist (*Contract*) - Meta

Mar-May 2023

- Supported PM in leading 15-member team, providing technical support and ensuring seamless project management of time-sensitive XR/AI R&D project for Meta Quest 3.
- Managed and troubleshooted specialised equipment (VR headsets, AR glasses, NavVis VLX mobile scanners), improving data collection efficiency and boosting team productivity.
- Oversaw dynamic CRM database of 100+ participants, surpassing AI and Machine Learning data set targets by 25%. ensuring high-quality data for future project phases.

Lead AR Developer (*Contract*) - ThinkSono

Feb-May 2022

- Created, animated and rendered 3D character and assets, illustrating steps of an DVT ultrasound scan for app extension. Produced lattice deformer and nparticles for realistic scene effects, enhancing UX.
- Collaborated with UX Designer in Figma, using sticky notes to identify key steps, angles and renders. Helped in figuring out how to seamlessly add current shots to the upcoming stages of the app's design.
- Created an AR scene with Unity and Vuforia SDK, presenting a test scene that exceeded company expectations and sparked exciting discussions for future project stages.

Senior Research Coordinator-Technician (Contract) - Great Ormond Street Hospital *Apr 2021-Oct 2021*

- Led recruitment and organisation of 100+ staff volunteers, surpassing FFP3 mask fit testing target. Ensured effective data collection through crafted email surveys and printed forms.
- Operated a 3D camera for facial capture, resulting in suitable scans vital for next project stages.

PROJECTS

Led innovative AR/VR projects with Great Ormond Street Hospital clinical teams, aiming to improve patient and clinical experiences:

Craniofacial-3D Print Team: *Aug 2020-Sep 2021*

- Managed a team of 2, building a patient's 3D Cranium scan for AR, designed for theatre operations and outpatient appointment, sparking strong clinical interest.

Clinical Simulation Team: *Nov 2020-Feb 2022*

- Led a team of 3 in developing a VR Environment to ease pre-anesthesia patient anxiety. Introduced an immersive alternative to traditional 360° VR and contributed to research materials.

ACHIEVEMENTS / MENTORING

- GOSH Governor: Providing a visionary perspective on innovation and consistently posing forward-thinking questions. *Feb 2022-Present*
- Member of the *NHS Clinical Entrepreneur Programme*. *Feb 2021-Present*
- Mentor, XR projects for BSc students, *Imperial College London*. *Apr-May 2022*
- Mentor, 'Hack The Hospital', 5G Transatlantic Lab. *Jul 2021 + Jul 2022*
- Presented my AR/VR projects at renowned conferences:
 - 'GIANT' Health Event. *Nov 2017*
 - GOSH Post Graduate Medical Education 'Advances in Paediatrics'. *Oct 2017*
 - 29th Society for Animation Studies Conference "...And Yet It Moves!". *Jul 2017*
- Hackathon Group Winner: Lead 3D Design on VR project addressing Agoraphobia. *Sept 2017*

EDUCATION

First Class Honours - BA 3D Animation and Games

Sep 2014- Jun 2017

Middlesex University