

# Ilias Chrysovergis

Software Architect · Researcher · Founder

✉ [iliachry@iliachry.gr](mailto:iliachry@iliachry.gr) 📞 +30 698 629 30 42 🌐 [iliachry.gr](http://iliachry.gr) 🔄 [iliachry](#) [in](#) [ilias-chrysovergis](#)

🎓 [Google Scholar](#) [ResearchGate](#) [ORCID](#)

Passionate about science & technology and their impact on humanity. Creating solutions for real-life problems using cutting-edge tech: artificial intelligence, metaverse, software architecture.

## AI & XR EXPERIENCE

Jun 2025 – Present Contract, Alexandroupoli, Greece

### Research Scientist — Democritus University of Thrace

Conducting research on how AI and XR can be leveraged for systems thinking education.

Co-Founder/CTO Sep 2024 – Sep 2025 Experimentation, Thessaloniki, Greece

### QuimaXR

An XR app offering immersive cinema experiences that deliver novel perspectives and storytelling approaches.

Founder/CEO/CTO Nov 2022 – Sep 2025 Thessaloniki, Greece / Nicosia, Cyprus

### Metatopia

A metaverse studio building solutions for the 3D internet. Projects: (i) VR simulator for electric circuits, (ii) MR slot machine gaming with Kaizen/Betano, (iii) digital twin for wireless communication systems, (iv) EU open call consortia.

Lead ML & XR Engineer Apr 2022 – Oct 2024 Contract, Thessaloniki, Greece

### CERTH/ITI

(i) Led development of ExpertAssist AR "On-the-Job" toolkit for construction. (ii) Worked on OCR for Greek documents. (iii) Wrote deliverables for Greek and EU funded projects. (iv) Technical Lead of VARLAB XR team.

Software Engineer (ML & VR) Sep 2020 – Sep 2022 Contract, Thessaloniki, Greece

### ORamaVR

(i) VR surgical simulation development. (ii) Multiplayer functionality. (iii) Cloud data integration. (iv) 3D session recording & replay SDK. (v) Supervised DL algorithm for surgical assessment. (vi) Co-authored four papers.

Machine Learning Engineer Apr 2020 – Aug 2020 Full-Time, Thessaloniki, Greece

### AUTH

(i) Deep learning for gyroscope/accelerometer eating behavior detection. (ii) Real-time breathing rate estimation from audio signals.

Research Scientist Sep 2019 – Mar 2020 Full-Time, Nicosia, Cyprus

### University of Cyprus

Research on fundamental limits of intelligent reflecting surfaces assisted wireless communications, and ML for wireless communications. Marie Skłodowska-Curie Fellow.

Software Engineer (VR) Nov 2018 – Aug 2019 Service, Thessaloniki, Greece

### Greek Army

Designed and developed the first VR application for military infantry training. Presented to generals, the Chief of the Army, and the Deputy Minister of National Defense. Project received 30k+ EUR funding.

## OTHER EXPERIENCE

Co-Founder/CTO Dec 2024 – Present Experimentation, Thessaloniki, Greece

### PestView

A cloud-based pest control management platform for scheduling appointments, monitoring pest activity, and utilizing operational data.

Lecturer Mar 2025 – Present Contract, Thessaloniki, Greece

### International Hellenic University

Teaching Augmented & Virtual Reality at the MSc in Smart Environmental Sustainability.

Lead Full-Stack Developer Nov 2024 – Present Contract, Athens, Greece

### NTUA

Building digital twins in the Urban Water Management and Hydroinformatics Unit of the Civil Engineering Department.

Lecturer

Oct 2024 – Sep 2025

Contract, Athens/Thessaloniki, Greece

### **Mediterranean College · University of Derby**

(i) Taught Game Behavior, Virtual Environment Development, Game Development, and Computer Graphics at the BSc in Computer Games Programming. (ii) Supervised six final year projects.

## **EDUCATION**

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University of Cyprus

Sep 2019 – Sep 2020 (Paused)

### **PhD Electrical & Computer Engineering**

Research on fundamental limits of intelligent reflecting surfaces assisted wireless communications, and machine learning for wireless communications.

Imperial College London, EEE Department

Oct 2017 – Sep 2018

### **MSc Communications & Signal Processing**

Grade: 71.8%

Signal Processing, Machine Intelligence, Computer Vision, Big Data, Pattern Recognition, Distributed Networks, Stochastic Processes.

Aristotle University of Thessaloniki (AUTH)

Oct 2012 – Jul 2017

### **MEng Electrical & Computer Engineering**

Grade: 9.1/10 (Top 1%)

Math, Physics, Electronics, Circuits, Algorithms, Programming, Electromagnetic Fields, Communications, Antennas & Propagation, ML, Software Engineering, Signal Processing.

## **ACHIEVEMENTS**

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2025	Demo at IEEE ICMLCN — Spiking RL & Digital Twin research	Barcelona
2024	Presented at FOSSCOMM — Free Open-Source Software Conference	Thessaloniki
2024	Presented at AI, Data & Modern Workplace conference (Microsoft MVPs)	International
2023	Participated at Meta Presence Platform Hackathon	London
2022	Poster at ACM SIGGRAPH 2022	Vancouver
2021	Published official Keras PPO RL implementation (reviewed by F. Chollet)	Global
2019	1st Place, Cyprus STEAME Communication Competition	Cyprus
2019	Marie Skłodowska-Curie Scholarship Recipient	Europe
2019	Honorable Mention by the Chief of the Greek Army	Greece
2018	U.S. Patent Holder — VR behavioral analysis (No. 9965675)	USA
2017	3rd Place, Global Student Challenge	Hong Kong
2016	1st Place, Microsoft Imagine Cup — World Championship (\$50k)	Seattle
2016–18	Distinction by AUTH's Rector (multiple awards)	Greece
2016	Finalist at Greece Debating Tournament	Greece

## **RESEARCH WORK**

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2026 | Journal

ExpertAssist: An "On-the-Job" augmented reality toolkit for assistance in the construction industry

*Computers & Education: X Reality*

2026 | Journal

Metaverse Framework for Wireless Systems Management

*IEEE Internet of Things Magazine*

2025 | Conference

A Digital Twin Based Reconfigurable Intelligent Surface Phase Adaptation Using Spiking RL Policy Optimization

*IEEE International Conference on Machine Learning for Communication and Networking (ICMLCN)*

2022 | Journal

Less Is More: Efficient Networked VR Transformation Handling Using Geometric Algebra

*Advances in Applied Clifford Algebras (Springer)*

2022 | Journal

**MAGES 4.0: Accelerating the world's transition to medical VR training**

*IEEE Computer Graphics and Applications*

2022 | Journal

**Virtual Reality Medical Training for COVID-19 Swab Testing and PPE Handling**

*Frontiers in Virtual Reality*

2022 | Poster

**Recording and replaying psychomotor user actions in VR**

*ACM SIGGRAPH 2022*

2022 | Preprint

**Assessing unconstrained surgical cuttings in VR using CNNs**

*arXiv*

2020 | Journal

**Low-complexity random rotation-based schemes for intelligent reflecting surfaces**

*IEEE Transactions on Wireless Communications*

2020 | Conference

**Random rotation-based low-complexity schemes for intelligent reflecting surfaces**

*IEEE Personal, Indoor, and Mobile Radio Communications (PIMRC)*

2020 | Conference

**Smartphone-based Biofeedback Games for Shielding of Immune System against COVID-19**

*ACM International Conference on Software Development and Technologies*

2018 | Conference

**User-perceived reusability estimation based on analysis of software repositories**

*IEEE Workshop on Machine Learning Techniques for Software Quality Evaluation*

## **PATENT**

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2018 | USPTO No. 9965675

**Using virtual reality for behavioral analysis**

*United States Patent and Trademark Office*