

JOAN IKONOMI PHD.

CAREER OVERVIEW

PhD. Joan Ikonomi is a lecturer of several courses at Barleti University as well as a project specialist of the "Barleti" BIRD Institute for Research and Development.

FIELDS OF EXPERTISE

• Multimedia

EMAIL

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Graduated Middlesex from University, Athens, BsC. with honors in "3D Animation and Multimedia Production" with dissertation on video games and real-time rendering. Furthermore, he defends the Master of Science in "Applied Design" at Polis University, Tirana, with a thesis on the conception and structure of low-cost TV commercials production. He defends his doctorate thesis at the University of Ferrara, Italy, in the international doctoral program in Architecture. The focus of the Ph.D. is virtual space (metaverse) in architecture and video games.

He has a lot of background in academia. From 2008 to 2010, was a lecturer and Head of the Department at Marubi Film & Multimedia Academy. From 2013 to 2020, has been a lecturer in the Art &Design Department at Polis University. The subjects covered at the academic level are the following: Film/Video, Effects, Editing/Post Production. Advertising, Modeling, 2D 3D and Animation, and Digital Art. In his twelve years of teaching, he has taken part in training in the fields of multimedia and design, conducted a number of workshops on video art, and organized student work exhibitions. He has taken part in various scientific conferences and published number of articles in the field of virtual

Joan Ikonomi has a significant amount of professional experience in the advertising industry. He worked as a post-production manager for the advertising company "Le Spot," first in Athens and then in Tirana. He also worked as a production manager for television, contributed to two cinematographic films, and created over 100 TV commercials as a freelancer that were distributed in a variety of media.

He is a lecturer at Bachelor Programs at University "Barleti" and "Project Specialist" at Research and Development Institute Barleti (BIRD). He is now working on research projects related with virtual reality, video games, virtual heritage, such as Smart Tour project, among others.