Minas Katsiokalis

Tel: (+30) 6982011031 | **E-mail:** minaskatsiokalis@gmail.com / mkatsiokalis@isc.tuc.gr
LinkedIn: https://linkedin.com/in/minas-katsiokalis
Website: https://minaskatsiokalis.com
Github: https://github.com/MinasKatsiokalis

SUMMARY

I am a highly motivated software engineer with a strong background in graphical experiences & development principles. Having experience in multiple frameworks and languages with a high focus on virtual experiences such as AR and VR, I am competent and more than eager to learn new technologies and become a skillful AR software engineer. Working experience in combination with constant improvement and education, is of high importance for me.

EXPERIENCE

09/2021 – CURRENT | Chania, Crete, Greece
AR/VR Software Engineer & Researcher – Telecommunication Systems Research Institute (T.S.I)

I am currently an AR/VR Software Developer and Researcher as a member of the TSI, and I am working in the context of the EU research program VARCITIES and I provide: .

- Develop Outdoor AR applications for mobile and HMD devices (Hololens, Magic Leap, Oculus etc.)
- Research and Development on how people interact in AR.
- Visualization research into methods that use AR to make complex 2D/3D
- data easier to navigate through and understand.
- Application Development of AR/VR experiences in collaboration with other program's partners.
- Contribute to strategic decisions, working with the research teams.
- Effectively communicate and collaborate with work package leaders and partners.

01/2019 – CURRENT | Greece
Website Developer – Freelance, Part-time

During my last years of studies, I started designing and building websites as a part-time job. I provide:

- Website development using WordPress, HTML5/CSS and simple scripting using JavaScript.
- Online E-shop using WordPress and WooCommerce.
- Collaborated with customers to determine needs and design pages to meet goals.
- Conducted testing and review of website design for responsiveness, clarity and effectiveness.
- Server-side administration, hosting, maintenance and troubleshooting of server-side problems.
- Simple image processing using Adobe Photoshop, Paint.net etc.
- Simple video editing using Adobe Premiere Pro.

10/06/2020 – 10/03/2021 | Thessaloniki, Greece
IT Specialist & Assistant Network Administrator – Hellenic Army – Department of Research & Informatics (**Mandatory Military Service**)

During my nine-months military service, I was part of the IT department of the Hellenic army. My responsibilities were:

- Technical Support and Network troubleshooting of the Headquarters of C Army Corps (An organization with over 250 employees working on computer devices)
- Processed over 50 support requests weekly for technical assistance on a wide range of issues related to Network and Hardware Issues.
- Reproduce SQL queries for local users' databases and retouching of the UI.
- Trained support personnel to provide Tier I support to end users.
- Created support documentation that empowered and enabled the user community to extend skills, leverage system features and find resolutions to questions without intervention from the support team.

20/06/2015 – 31/08/2015 – Naousa, Greece
(Intern) Tech Support & E-Shop Administrator – Hondremporiki S.A.

- IT Support and Network Troubleshooting.
- E-Shop administration, server-side maintenance and website management.
- Website optimization and re-design.
- Database and stock management.

EDUCATION AND TRAINING

09/2021 – CURRENT – Chania, Crete, Greece
M.Sc (Master of Science) in Computer Science and Engineering – Technical University of Crete

- **Research on the field of Augmented & Mixed Reality:**
    - Interaction Techniques and User Interfaces
    - Multimodal AR
    - Collaborative AR
    - Human perception/cognition in AR

09/2011 – 04/2020 – Chania, Crete, Greece
Integrated Masters in Electrical and Computer Engineering – Technical University of Crete

- **Thesis: "Outdoors Mobile Augmented Reality for Coastal Erosion Visualization Based on Geographical Data**" – An AR mobile application (Video Demo: https://www.youtube.com/watch?v=mebX0PmNSKM), developed in the Unity3D game engine for Android and iOS devices. In the two-year period of research and development of my thesis, I gained valuable experience in Unity3D using the most modern packages and frameworks.

10/2018 – CURRENT – Chania, Crete, Greece
Member of SURREAL TEAM (http://graphics.tuc.gr/**)** – Technical University of Crete

- **Graphics Lab of T.U.C @ Laboratory of Distributed Multimedia Information Systems and Applications: (http://www.music.tuc.gr/).**
    - Exposed to AR/VR Development Techniques, Amateur Game Development, Unity3D and Unreal4 Game Engine Development & Training,
    - Working in group projects experience.
    - Presentations to famous researchers in the field of graphics.

ADDITIONAL SKILLS AND ACHIEVEMENTS

PUBLICATIONS
- My thesis work, accepted by International Workshop on Cross-Reality (XR) Interaction @ ACM ISS 2020 (Lisbon, Portugal).

    Proceedings Position Paper: http://ceur-ws.org/Vol-2779/paper4.pdf

PERSONAL PROJECTS:
- CZAR: Georgioupolis, a Mobile Augmented Reality (MAR) application for coastal erosion visualization on-sight and in real time. User can use his/her smart-device to experience possible disastrous outcomes to the beach of Georgioupoli due to coastal erosion phenomenon: Github Link
- AlphabetARy, an AR mobile application for helping young children learn the Greek Alphabet alongside the teachers guidance (currently on Alpha phase). The user can scan a number of cards (one for each greek letter) to enable a virtual experience where an animal/object pops up with numerous animations and sounds. Download test build
- A random generated dungeon-like map, using 3D Binary Space Partitioning (BSP) algorithm. It separates planes randomly based on BSP creating smaller rooms and routes between them. Can be used as a random generated map creator on numerous applications: Github Link
- 3D Mini Games made in Unity3D: Bowling 3D Game Github , Ball Racer 3D Game Github
- Custom Web using HTML/CSS/JS: Github Repo
- Wordpress Websites. Build of websites using wordpress content management system (CMS) : View on my Website
- Encryption Algorithms. Writing from scratch symmetric/asymmetric encryption and hashing algorithms such

as AES, RSA, SHA 2   : [Github Link](#)
- Implementation of encryption algorithms, secure socket layers (SSL) and client server "handshake" and communication: [Github Link](#)

TOOLS
- Game Engines: Unity3D, Unreal Engine 4
- Versioning Control: Git/Github
- Web Platforms/E-Commerce: Wordpress, Woo-Commerce
- DataBases: PostgreSQL, MySQL
- Photo/Video Editing: Photoshop, Paint.net, Premiere Pro
- Server Management Environments: CPanel, Plesk, Native Win R2012

VOLUNTEERING
- Participation as a volunteer in Open Science Days held by Technical University of Crete, showcasing AR/VR applications to young audiences. As a member of SURREAL TEAM (http://graphics.tuc.gr/). | 04/2017, 2018, 2019
- Participation as a volunteer in The Mediterranean Researchers' Night, MEDNIGHT 2021 (https://mednight.eu/) as a member of SURREAL TEAM (http://graphics.tuc.gr/) showcasing AR and VR experiences to the public audience in the streets of Chania in Crete. | 24/09/2021

SOFT SKILLS
- Good communication and contact skills gained through my years of experience as a salesman in my parents' family business and my position at the Hellenic Army.
- Excellent collaboration in teams, gained through my experience as a volunteer in Open Science Day held by Technical University of Crete. Participated as a member of Graphics Lab.
- Experienced in physical and online presentations.
- Team spirit, appreciation of teamwork. Efficient working as a team member.
- Highly self-motivated and eager to learn new technologies and investigate solutions.
- Problem-solving and learning ability.
- Accountable.
- Good sense of humor.

LANGUAGES
- Greek (Native)
- English (Fluent – C1 Level of Certification)

DRIVING LICENSE
- Full European (type B)