

Marios Iakovidis

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Spoken Languages: Greek (native), English (fluent)

PROFILE

Currently working on a personal project, Creat3d Productions, aiming to deliver educational-focused mixed reality experiences on large user groups.

KEY ACHIEVEMENTS

- Was part of the ONAP CCVPN and BBS use case teams.
- Contributed in the design and development of an indoor location system that has been tested in retail.

WORK EXPERIENCE

Creat3d Productions

- January 2020 – (current)
 - **Producer of a mixed reality wireless experience.**
- September 2016 – January 2020:

Solution Architect at Huawei Technologies

- **Operation Web Services (OWS)**

Maturity and open source (ONAP, TMForum) alignment study.

SDC, External API, CDS high/low level architecture analysis and OWS integration study.

- **ONAP community**

Participation in Broadband Service (BBS) use case (Swisscom – Huawei - Nokia)

Development and Integration testing of Service Orchestration component. (*Java, Kotlin, Docker, Kubernetes, Camunda BPMN*)

Participation in Cross-domain Cross-layer VPN (CCVPN) use case (Huawei - China Mobile - Vodafone)

Development and Integration testing of External API component. (*Java, Kubernetes, Docker*)

<https://onap.biterg.io/goto/d024f8caa182b7357b914956ab40fe11>

- **DNS upgrade automation POC**

Zero downtime upgrade automation of DNS servers using Ansible.

- February 2014 – September 2016:

Full Stack Developer at Huawei Technologies

- **Location-Based event and movement for indoor-outdoor location prediction platform development.**

Frontend Calibration/Monitoring Tools development (*Javascript, html/css, Bootstrap, JQuery, AJAX, D3.js*)

3D multiplatform visualization development (*AutoCad, 3DSMax, Unity3D, C#*)

- **Permission Based Marketing.**

Backend CEP engine development (*Java, Storm, Drools, PostgreSQL, Redis*)

- **CI platform POC for Huawei internal implementation.**

Part of the CI team (*gitlab, redmine, Jenkins*)

- **Git office admin (server setup-administration and user education).**

- 2010 – 2013:

Game Developer at InsurgentX ltd

Game Developer for the Acheron Prime iOS game app. Created developer tools/frameworks for level creation. (*Unity3D, C#*)

Trailer: <https://www.youtube.com/watch?v=wVty6o3o0eU>

- 2007-2009:

AutoCAD designer at Chrisavgi Gialama civil works agency

EDUCATION

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- 2009-2014: **PhD candidate in Nanoelectronics: “Computational Methods for Electron Device Simulation at the Nanoscale”** Tyndall National Institute, Cork, Ireland

Developed Divide Reduce and Conquer (DRC) parallel algorithm and integrated it to an existing simulation package. (*Fortran, MPI, openMP, DDT, SCALASCA, VTune*)

- 2002-2009: **Degree in Materials Science and Engineering.** University of Ioannina, Greece.
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