Marios Iakovidis

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

PROFILE

Currently working on 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

- 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.