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PROFILE

Multidisciplinary professional with a Master's degree in Immersive Technologies and strong foundations in cybersecurity, programming, and digital systems. Google-certified in Cybersecurity, Network Security, and Risk Management, with hands-on knowledge of assets, threats, and vulnerabilities. Experienced in data analysis, UX, and immersive technologies, with strong problem-solving and communication skills. Highly adaptable and motivated to grow in IT and cybersecurity environments.

TECHNICAL SKILLS

Programming & Data
- Python,JavaScript, HTML/CSS, SQL, C++(Basic)
- Data Collection, Analysis & Visualization
- SPSS, Power BI

Cybersecurity & Networks
- Information Security
- Risk Management
- Incident Response
- Kali Linux
- Network Security
- Threat assesment
- Threat detection and response
- ISO 27001, NIST CSF
- Splunk (Basic)

Systems & Tools
- Linux (Ubuntu, Mint, Kali), Windows, macOS
- Google Workspace, Microsoft Office, Teams

Design & Immersive Tech
- Unity, Blender
- VR/AR/XR
- UX/UI, Human-Centered Design

EDUCATION

MSc in Immersive Technologies, Innovation in Education & Game Design

Democritus University of Thrace | 2022–2026

Bachelor's in Early Childhood Education

Democritus University of Thrace | 2017–2022

CERTIFICATIONS

- Google Cybersecurity Professional Certificate (2025–2026)
- Google Cybersecurity: Assets, Threats, and Vulnerabilities (2026)
- Cisco Introduction to Cybersecurity
- Procter & Gamble Digital Skills Program

PROFESSIONAL EXPERIENCE

Pedagogical Specialist – Various Organizations

Munich, Germany | 2023–2025

- Managed digital documentation and reporting systems
- Applied organizational and analytical skills in daily operations
- Coordinated projects, schedules, and team activities
- Communicated with international teams and stakeholders
- Maintained compliance with internal procedures and regulations

PROJECTS

Memory Game (p5.js)

Developed a JavaScript-based educational game as part of MSc coursework.

https://editor.p5js.org/mcmademli/collections/4dp9V9ihP

Educational VR Environment

Created a virtual reality learning space focused on recycling education.

https://www.spatial.io/s/Recycling-Assignment-IMTC7-64494394b5e2d9f8e807fc22

Interactive Digital Story

Designed an interactive multimedia story using Artsteps.

https://www.artsteps.com/view/641bd8b0b2c35e8105349895

LANGUAGES

Greek (Native)

English (C2,Native)

German (B2) and French(B1)